FINAL FANTASY® XI

ONLINE

PlayOnline™

Tetra Master®

From FINAL FANTASY IX

GAME MANUAL

TEEN
T
CONTENT RATED BY ESRB

SQUARE ENIX™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 system, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your system and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 systems with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

FINAL FANTASY® XI / PlayOnline™ / Tetra Master® customer support

For customer support and technical support questions, please call the PlayOnline Information Center at (858) 790-7529 (PLAY) Monday - Friday, 9:00 am - 6:00 pm Pacific Time. Phone support contact information is available in the PlayOnline Viewer's Service & Support section and on the PlayOnline.com website at http://www.playonline.com.

PlayStation®2 / HDD / Network Adaptor customer support

For technical support, installation or general questions regarding the PlayStation 2 computer entertainment system and its peripherals, please call 1-800-345-SONY (7669). Representatives are available Monday - Saturday 6AM - 8 PM and Sunday 7AM - 6:30 PM Pacific Standard Time or visit our website at http://www.us.playstation.com.

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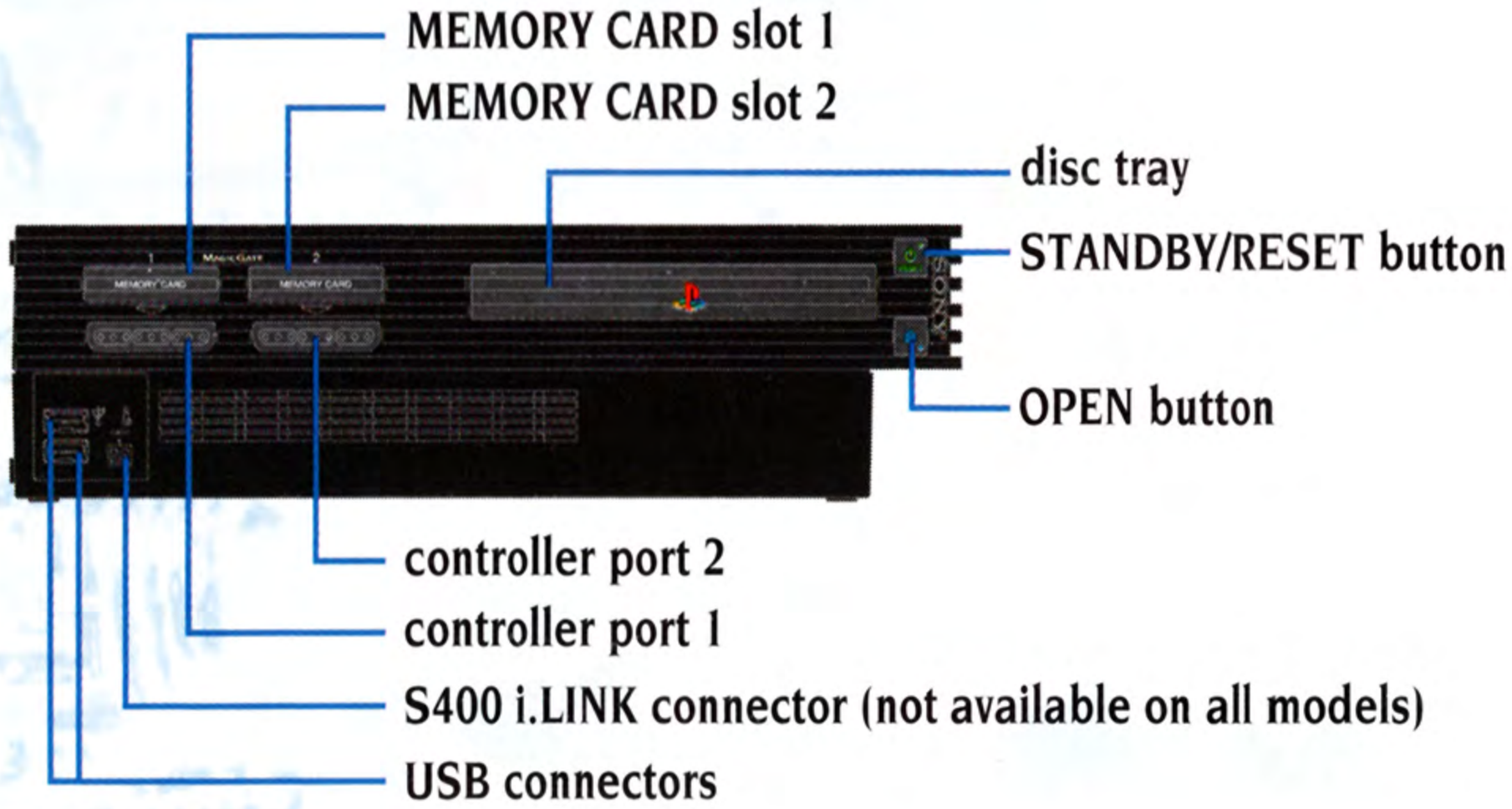
All information is current as of December 2003, but please be aware that it is subject to change without notice. For more details, please check the "Information" section of the PlayOnline main menu.

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach a DUALSHOCK®2 analog controller and other peripherals.

Connection methods vary depending on the type of peripheral you are using. (➡ p. 8)

To avoid the risk of malfunctions, please do not remove analog controllers, keyboards, or mice while you are playing. However, if you experience a malfunction, please try removing and reconnecting the device.

Before you enter PlayOnline, or play FINAL FANTASY XI or Tetra Master, you must set up your system.

Required hardware:

1. PlayStation®2 computer entertainment system
2. Internal hard disk drive (40GB) (for PlayStation®2) (referred to as "HDD" throughout this manual)
3. Network Adaptor (Ethernet/modem) (for PlayStation®2)
4. Cable or DSL modem (for cable or DSL connections only)
5. Ethernet, CAT 5 or RJ11 (analog phone cord) cable
6. DUALSHOCK®2 analog controller or (DUALSHOCK®) analog controller.
7. USB keyboard and mouse (optional)

PlayOnline supports the use of an DUALSHOCK®2 analog controller or (DUALSHOCK®) analog controller and a USB keyboard and mouse. You can play the game with any one of the above. However, using a keyboard and mouse together with an analog controller makes it easier to perform certain operations, such as entering text.

About the Time and Date

Before using the PlayOnline service, make sure to set the proper year, month, day, and time on your PlayStation®2 computer entertainment system. For more information about setting this data, please refer to the instruction manual for your PlayStation®2 computer entertainment system.

WELCOME TO

PlayOnline™

PlayOnline isn't just about games. It's a comprehensive networked entertainment service that connects you to a wide variety of services and information. Whether you enjoy playing massively multiplayer games or simply chatting with your friends, connecting to PlayOnline will open a whole new realm of entertainment possibilities for you.

Here's a taste of what you can enjoy on PlayOnline!

You can play online games like FINAL FANTASY XI!

With PlayOnline, you can play games with your friends regardless of the distance between you. Collaborate or compete with other players in real time!

You can make friends and create your own Friend List!

You can use the Friend List to keep in touch with your friends and acquaintances online. Making new friends helps you live your "PlayOnline lifestyle" to the fullest!

You can communicate with easy-to-use chat and message systems!

Use chat to talk with your PlayOnline friends about any topic you'd like. Or send a message to invite friends to join your game. PlayOnline's communication systems let you expand your circle of friends with ease!

You can send e-mail!

E-mail is already a fundamental tool for communication, but PlayOnline makes it easier to use than ever. And it's not just for the PlayOnline system, either – you can exchange e-mail with anyone in the world who has access to the Internet, whether they're using a personal computer or a cell phone.

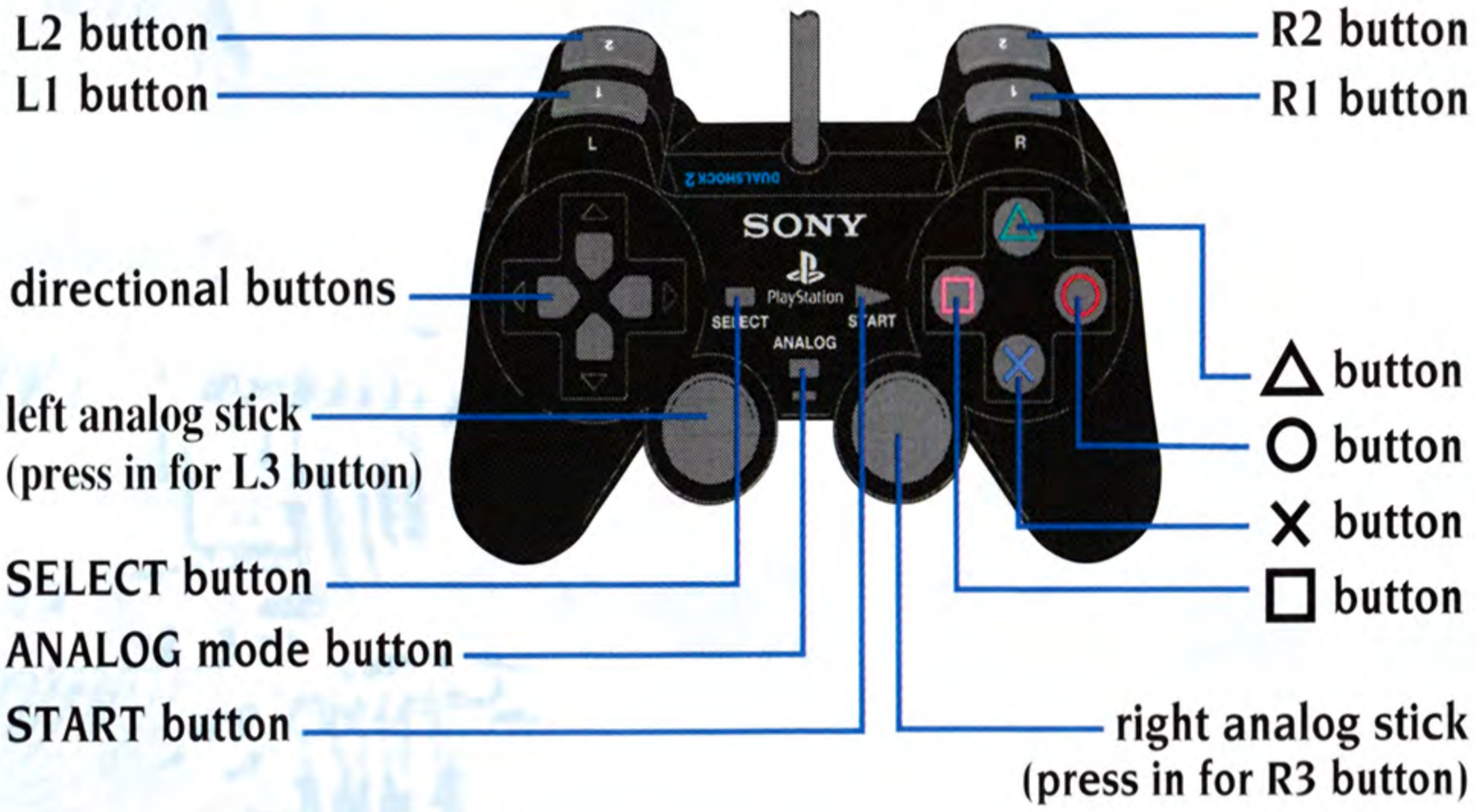
There's plenty of other fun services to enjoy as well!

Get ready to experience the fun and excitement of PlayOnline for yourself!

All information is current as of December 2003, but please be aware that it is subject to change without notice. For more details, please check the "Information" section of the PlayOnline Viewer.

BASIC CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER



When using the pointer, the ⊗ button functions as the "left click," while the ◉ button functions as the "right click."

left analog stick	Move pointer
right analog stick	Scroll screen (when screen is enlarged)
directional buttons	Move anchor and cursor
⊗ button	Confirm / Activates software keyboard in text input areas
◉ button	Cancel / Back to previous screen / Exits text input area
△ button	Toggle display of the PlayOnline Navigator top page and Friend List
□ button	When Viewing Content: - Display / Hide Quick Menu When Using the Friend List: - Add friend to your group (by selecting a friend from your Friend List and pressing the ⊗ button) When Entering Text: - Display Menu - Select a character (by holding the ⊗ button down, and moving the directional button or left stick to select)
L1 button	Switch page (back)
R1 button	Switch page (next)
L2 button	Move pointer while in text input mode (same as R2 button)
R2 button	Fast-scroll a window (by moving the pointer into a window or list that has a scroll bar, holding the R2 button down, and moving the left stick up or down)
L3 button	Confirm (for pointer only)
R3 button	Enlarge screen display or return screen to normal size

NOTE:

The control method will vary based on the particular PlayOnline content you are using. For more information, please refer to this manual for each content section.

Hereafter, to "select" something means to choose it using the directional buttons or analog sticks, then press the ⊗ button on the analog controller or the [Enter] key on the USB keyboard to confirm your selection.

Where this manual refers to the "confirm button", it means you can press the ⊗ button or [Enter] key on the USB keyboard to confirm. If you are using the pointer, you can also use the L3 button or left mouse button to confirm.

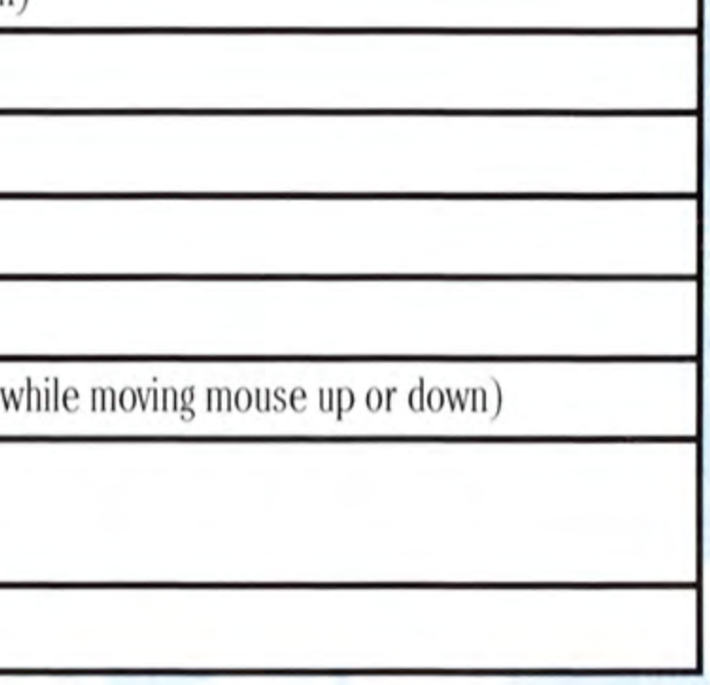
• The actual layout of your keyboard may differ slightly from the one shown.

USB KEYBOARD

[Enter]	Choose / Next / Next line in text input / Confirm input
[Esc]	Cancel / Back to previous screen / Exit text-input area / Delete unconfirmed text input
[⬆] [⬇] [⬅] [➡]	Move anchor / Move text cursor
[Tab]	Move anchor to next field in order / Insert a tab-space into text
[Back Space]	Delete character before cursor
[Delete]	Delete character after cursor
[Ctrl] + [X]	Cut (Cuts selected text)
[Ctrl] + [C]	Copy (Copies selected text)
[Ctrl] + [V]	Paste (Pastes text previously selected with cut or copy)
[Ctrl] + left mouse button	Select multiple items
[Shift] + left mouse button	Select all items between pre-set beginning and end points (set beginning and end points by using [Shift] + left mouse button)
[Shift] + [⬆] or [⬇]	Select / Deselect text
[Shift] + [⬅] or [➡]	Select / Deselect text
[Page Up]	Back one page (in lists with scroll bars)
[Page Down]	Next page (in lists with scroll bars)
[Space bar]	Insert a blank space during text input / Fast scroll (when pressed while moving mouse up or down)
[F11]	Display / Hide cut-copy-paste menu during text input Display / Hide Quick Menu when viewing content
[F12]	Display / Hide PlayOnline Navigator top page and Friend List

USB MOUSE

Move Mouse	Move pointer
Left Mouse button	Confirm (only with pointer) / Move selection during text input (by selecting text and moving mouse while holding the left mouse button)
Right Mouse button	Display menu during text input / Select all items in the current window (when available)
Scroll wheel (up/down)	Move scroll bar in selected area
Scroll wheel (press)	Display / Hide PlayOnline Navigator top page and Friend List



- Pressing the left mouse button once is called a “left click.”
  Pressing the right mouse button once is called a “right click.”
- The control method will vary based on the particular PlayOnline service that you are using.
  For more information, please refer to the owner’s manual for each service.

DISPLAYING THE SOFTWARE KEYBOARD

PlayOnline contains an on-screen "software keyboard" to allow the input of characters. It allows you to use only a mouse or DUALSHOCK®2 analog controller instead of a keyboard to input characters when using mail or chat functions. The method for toggling the display of the software keyboard differs depending on if you are using anchor control or pointer control.

Anchor

Toggling the Software Keyboard Display When Using the Anchor

Select a text-input area (_) with the anchor, and press the ⊗ button.

- Places where you can input text are called "text-input areas."

Pointer

Toggling the Software Keyboard Display When Using the Pointer

Select a text-input area with the pointer, and press the ▣ button (or the right mouse button), and then select "Soft Key" from the menu.

TYPING USING THE SOFTWARE KEYBOARD

DUALSHOCK®2 Analog Controller

Use the directional buttons or left analog stick to select a desired key, and then press the ⊗ button or L3 button.

USB Mouse

Move the pointer to select a desired key, and then press the left mouse button.

Keys displayed in yellow or as flashing on the software keyboard indicate keys that are currently selected. Keys that cannot be selected will appear as shadowed.

Using the Software Keyboard:

A	**Character key**	A character that can be input.
×	**Close**	Close the software keyboard.
←	**Backspace**	Delete the character behind the pointer.
▤	**Options**	Go to keyboard options.
?	**Environment/Help**	Adds functions that are unique to the environment (such as the game or the like) in which you are currently using the software keyboard. When the software keyboard is used with the PlayOnline Viewer, this button becomes "Help," and offers assistance when pressed.
SPACE	**Space**	Add a space.
↵	**Choose/Enter**	Move to the next line if there is no text input.

USING CUT, COPY, AND PASTE

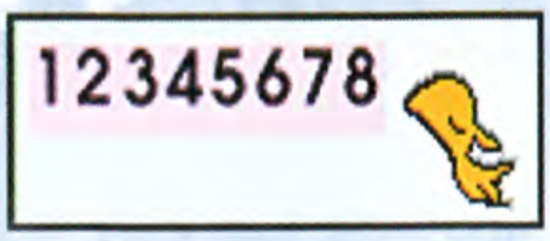
You can use these functions to cut a selected range of text and paste it elsewhere, or copy a selected range of text and paste it elsewhere.

Selecting Text When Using the Anchor

Move the cursor by using the directional button while holding the ▣ button to select a desired range of text. The selected text will appear in pink.

Selecting Text When Using the Pointer

Move the pointer by using the left analog stick or mouse while holding the ▣ button (or the left mouse button) to select a desired range of text. The selected text will appear in pink.

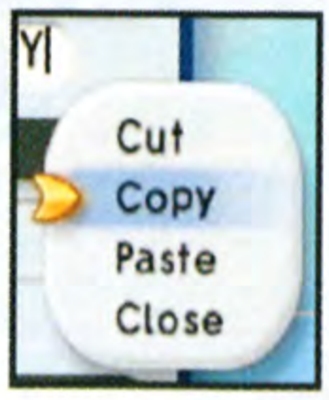


Cutting a Text Selection

1. Select a desired range of text.
2. Press the ● button (or the right mouse button) and select "Cut" from the menu that appears. The selected range of text will be cut.

Cut text will appear to have been deleted. However, by using the "Paste" function, the cut text can be pasted into a desired location.

Copying Text and Pasting it Elsewhere



This function allows you to copy a selected range of text and paste it in a desired location.

1. Select a desired range of text. Press the ● button (or the right mouse button) and select "Copy" from the menu that appears.
2. Move the cursor to the area in which you would like to paste the copied text. Press the ● button (or the right mouse button) and select "Paste" from the menu that appears. The copied text will be pasted behind the cursor.

SELECTING, SCROLLING AND ENLARGING THE SCREEN

Selecting an Option You Wish To Use

You can select an option in one of two ways: by using the pointer, or by using the anchor.

Selecting With the Pointer

Move the pointer over a desired option item with the left analog stick. Press either the ⊗ button or the L3 button to choose that option item. You can also move the pointer with a USB mouse. In that case, use the left mouse button to choose the option item.

Selecting With the Anchor

Move the anchor to a desired option item with the directional button. Press the ⊗ button to choose that option item. You can also use the [⬆] [⬇] [⬅] [➡] or [Tab] buttons on a USB keyboard to move the anchor.

The pointer and the anchor cannot be used at the same time. When using the pointer, the anchor will disappear. When using the anchor, the pointer will disappear.

Using Scroll Bars

If the content you are viewing, such as a Friend List, does not fit onto a single screen, a scroll bar will appear on the right side of the window. Either select the scroll bar with the pointer, or select the window with the anchor and move the directional button up or down to scroll through the display of content.

High-Speed Scrolling

With the pointer over the scroll bar, hold either the ⊗ button or L3 button (or the left mouse button) and move the pointer. The content display will scroll at a higher speed. You can also obtain the same effect by moving the pointer over a window, holding down either the R2 button or the [spacebar] on your keyboard, and moving the pointer.

Switching Pages

Page switching bars appear in windows that consist of multiple pages of content (such as help screens for mail or chat, or friend search lists). You can switch pages by selecting the ◀ or ▶ buttons on the page switching bar. You may also switch pages by using the L1 button and R1 button.

Enlarging the Screen Display

Pressing the R3 button enlarges the screen display, allowing you to read the displayed information more easily.

When the screen is enlarged, you can scroll the image by using the right analog stick. Press the R3 button again to return the screen to its normal size.

- In some games, the R3 button cannot be used to enlarge the screen display. For more information, please refer to the playing manuals for each game.

CONNECTING PERIPHERALS

A peripheral device (modem) may also be required to connect to an outside data line. The type of peripheral device you may need to use will depend on the type of data line you are using.

CAUTION

Do not connect cords or cables of the wrong type to the line connector and the network connector of the network adaptor.
For more information refer to the instruction manual for the network adaptor (for PlayStation 2).

TYPES OF DATA LINES AND CORRESPONDING MODEM UNITS

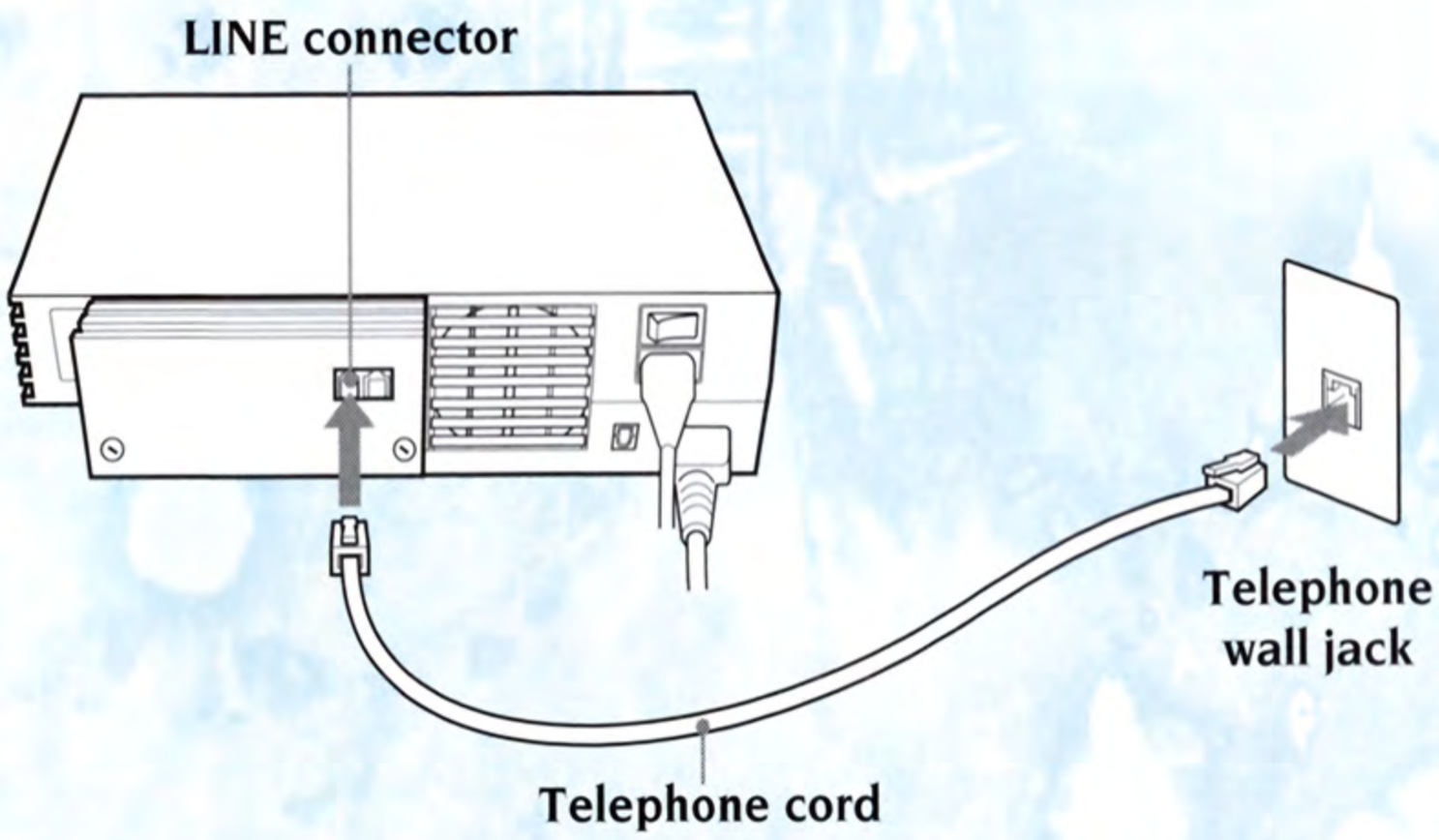
Type of Line	Equipment Needed
Analog phone line (dial-up)	Network Adaptor – see "Connection Type 1"
DSL Line	Network Adaptor + DSL modem - see "Connection Type 2"
Cable TV Line	Network Adaptor + Cable modem - see "Connection Type 3"

For the latest information, please refer to **http://www.playonline.com**

We assume no responsibility for the use of devices other than those listed above.

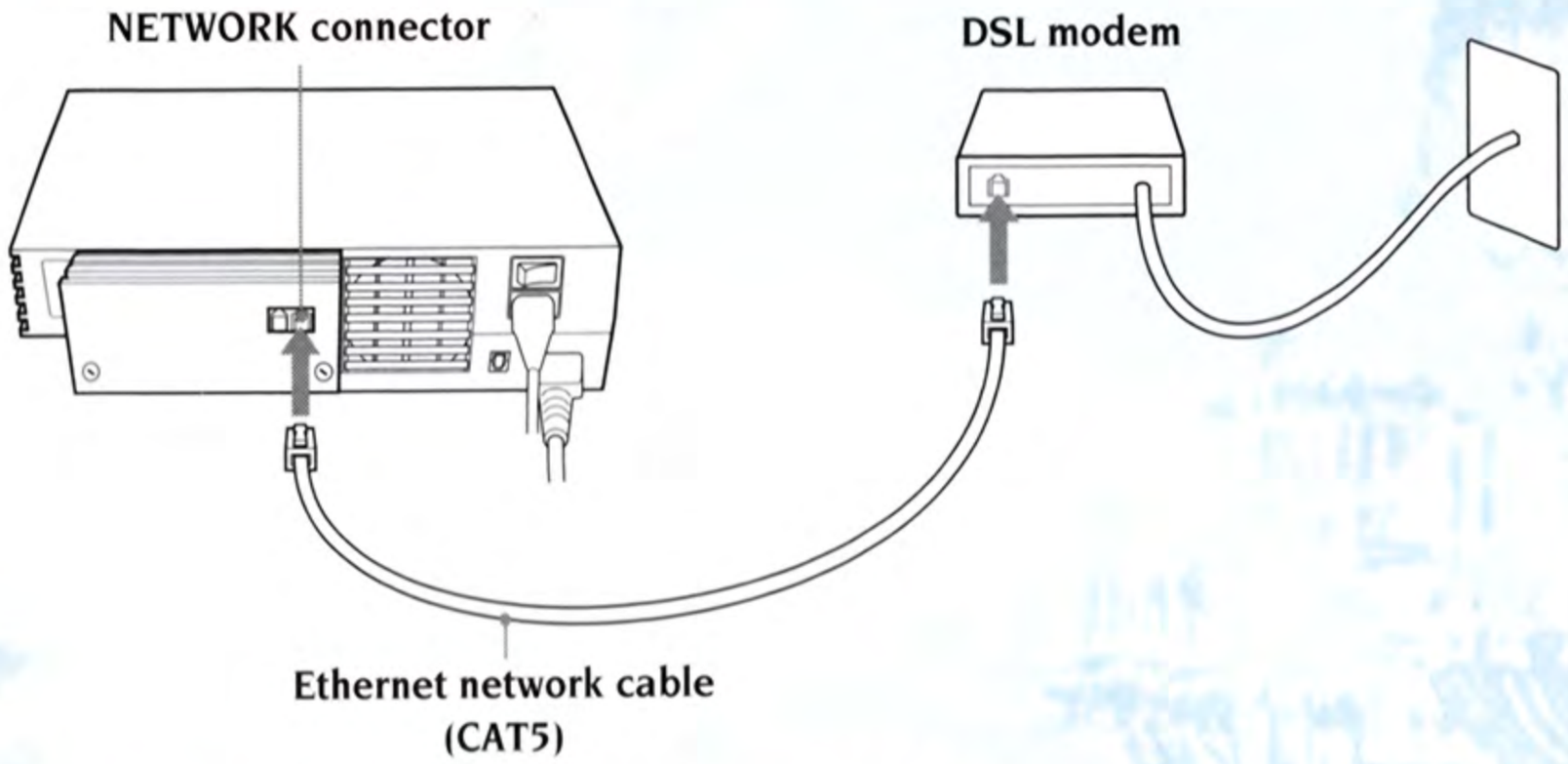
- For more information about each type of modem, please refer to the instruction manuals that came with each device.
- Cables of various types are required to connect each type of modem to the PlayStation®2 computer entertainment system and to the data line. For more information, please refer to the instruction manuals that came with each device.

CONNECTION TYPE 1
Using an Analog phone line (dial-up)



- For information about network settings when using a normal (analog) telephone line, please refer to "Dial-up Connections" (➡ p. 12, 14)

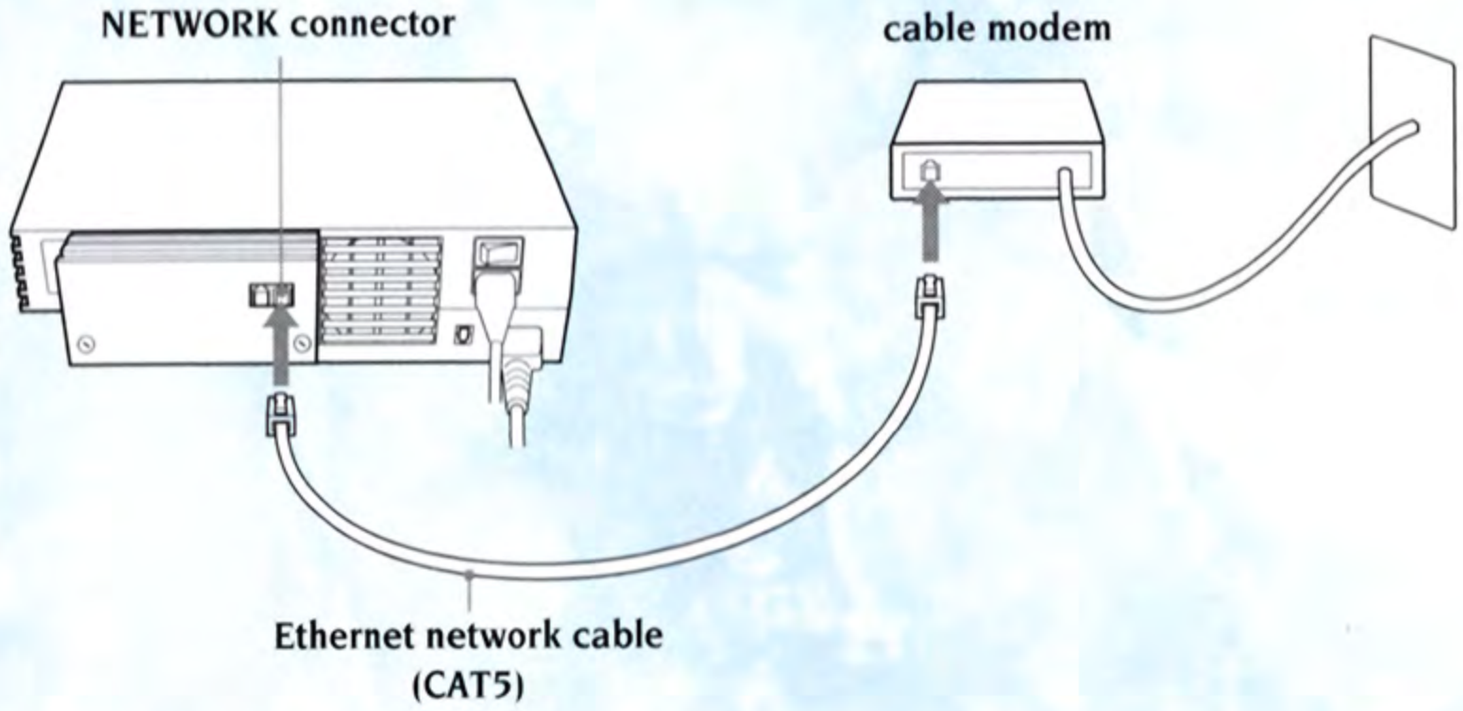
CONNECTION TYPE 2
Using a DSL Modem with a DSL Line



- An Ethernet network cable is required to connect a DSL modem to the NETWORK connector of the Network Adaptor (for PlayStation®2).
- If your DSL service uses PPPoE, you will need to pre-configure it using a PC.
- For more information, please refer to the manual that came with your DSL modem.
- You must first subscribe to a DSL service to use a DSL connection. For more information, please contact a DSL service provider in your area.
- For information about network settings for using a bridge-type DSL modem with a PPPoE type DSL line, please refer to "PPPoE Connections" (➡ p. 17)
- For information about network settings for using a DSL modem with a PPPoE type DSL line, please refer to "Ethernet Connections" (➡ p. 18)

CONNECTION TYPE 3
Using a Cable Modem With a Cable Television Line

- An Ethernet network cable is required to connect a cable modem to the NETWORK connector of the Network Adaptor (for PlayStation®2)
- A coaxial cable is required to connect a cable modem to a cable splitter device.
- You must first subscribe to a cable Internet service to use a cable connection. For more information, please contact the communication service or cable television provider in your area.
- For more information, please refer to the instruction manual that came with your cable modem.
- For information about network settings when using a cable modem with a cable television Internet line, please refer to "Ethernet Connections" (➡ p. 18)



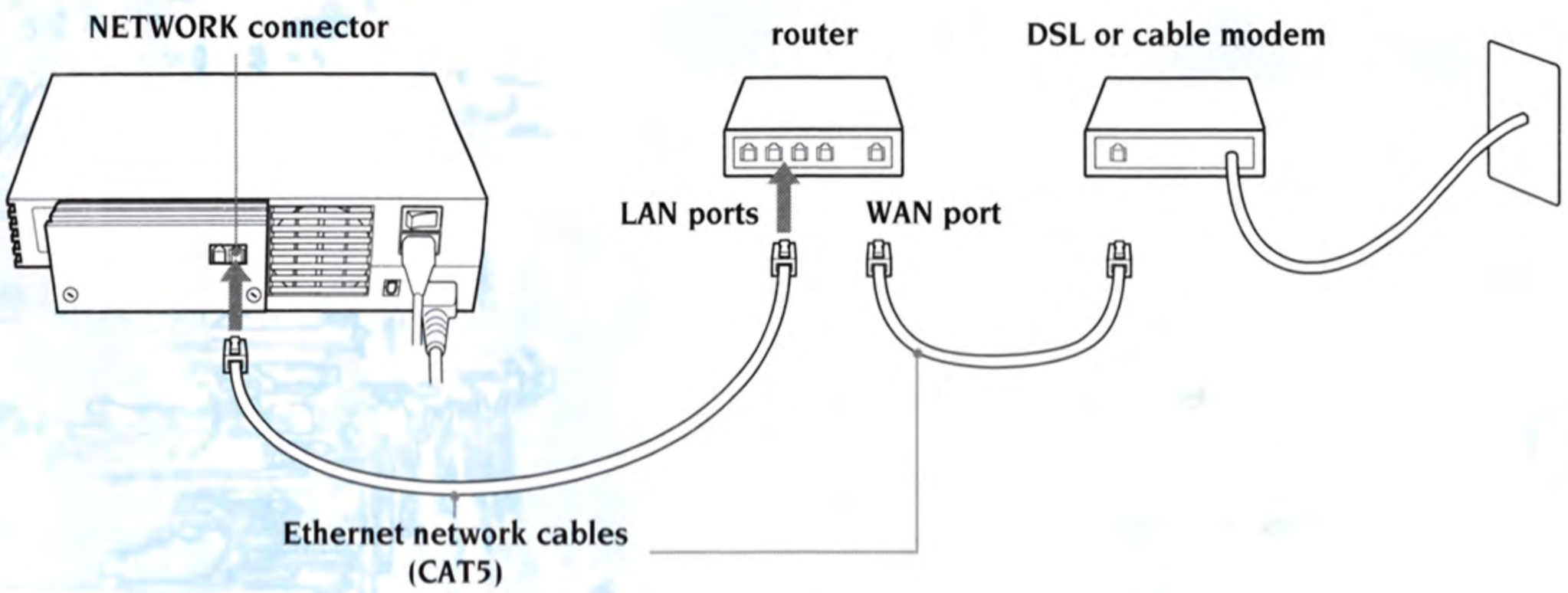
CONNECTION TYPE 4

Using a Router

- PlayOnline (including all related software such as FINAL FANTASY XI) may use any of the following ports. If you are using a router, please configure it to allow packets to pass through these ports:

  Port numbers that may be used by the PlayOnline server group:
  TCP 25, 80, 110, 443, and 50000 – 65535
  UDP 50000 - 65535

  Port numbers that may be used by the PlayStation®2 terminals:
  TCP 1024 - 65535
  UDP 50000 – 65535



YOUR NETWORK CONNECTION

If you wish to specify each server for proxy mail, you may need to configure settings other than those described here.

If your communication service provider specifies a DNS server, you may need to configure your settings to allow packets to pass through UDP Port 53 as well. For more information, please refer to the instruction manual for your router or the information provided by your service provider.

The above information is current as of December, 2003 but is subject to change without notice.

For the latest information, please refer to the PlayOnline.com website at **http://www.playonline.com**.

If you are using a router, you must configure it yourself. The Information Center cannot provide any support for the use of routers.

For more information, please refer to your communications provider or the manual that was provided with your router.

The software for PlayOnline, Tetra Master, FINAL FANTASY XI and Rise of the Zilart has already been pre-installed onto the Internal Hard Disk Drive (40GB)(for PlayStation 2), further mentioned in this manual as "HDD". For security reasons, you will need to finalize the installation with the PlayOnline game disc.

1. **Turn on the PlayStation 2 system and insert the PlayOnline game disc.**
2. **Proceed with the directions to configure your network connection and final installation of PlayOnline files.**
   Specific directions can be found on pages 12-19.
3. **Once the installation is complete, you will be prompted to remove the PlayOnline game disc from the PlayStation 2 system.**
   The PlayStation 2 system will shut down at this time.

Once the final installation is complete, you will no longer need your PlayOnline game disc to use PlayOnline or any other PlayOnline service/content.

4. **Turn on the PlayStation 2 system without the PlayOnline game disc.**

Note: Powering up the PlayStation 2 system without a game disc, CD or DVD will bring you to the Main menu.

5. **Select "Browser" from the Main menu.**
6. **Highlight and select the "HDD" icon from the Browser screen.**
7. **Activate the "PlayOnline" icon to launch the PlayOnline software.**
8. **Proceed with the directions to register PlayOnline and access Tetra Master, FINAL FANTASY XI, and FINAL FANTASY XI: Rise of the Zilart.**
   - PlayOnline registration process - page 20
   - Tetra Master registration process - page 66
   - FINAL FANTASY XI registration process - page 76
   - FINAL FANTASY XI: Rise of the Zilart registration process - page 138

CAUTION

Software or data loss or corruption, or damage to the HDD may occur if you do not follow proper quit/shutdown procedures. Refer to the HDD instruction manual for the procedures.

CONFIGURING A NETWORK CONNECTION

You must configure your network settings according to the data line and type of modem that you are using. (You can also configure your settings by selecting "Network Settings" from the top page of the log in screen (➡ p. 28), and then selecting "Register a New Connection" from the menu.)

Input the name of your Internet service provider

Input the name of the Internet connection (such as the name of the provider). Once you have finished, select "Next."

Select your connection method.

Select the connection method that applies to your situation: "AOL Dial-up Connection," "Dial-up Connection," "PPPoE Connection," or "Ethernet Connection." Even if the data line is the same, the type of connection method will vary depending on the specific modem that you are using. Please refer to the table below or "Connecting Peripherals." (➡ p. 8)

If your line is a PPPoE or other type, or if you are using a broadband router, you will need to use the instructions for "Ethernet Connections." (➡ p. 18) For more information about how to configure your network settings, please refer either to the manual that came with your modem or contact the manufacturer directly.

Type of Line and Device	Connection Method
General (analog) telephone line and USB modem	Dial-up Connection
DSL Line and bridge-type DSL Modem	PPPoE Connection
DSL Line and router-type DSL Modem	Ethernet Connection
Cable TV Line and Cable Modem	Ethernet Connection

For dial-up connections (➡ p. 15, 16)
For PPPoE connections (➡ p. 17)
For Ethernet connections (➡ p. 18)

AOL DIAL-UP CONNECTIONS

Please follow these instructions to register a connection if you are connecting using America Online dial-up. You will need to obtain your AOL screen name and password from AOL.

1. Choose Country

Select the country from which you are calling from the pull-down menu and select "Next."

2. Specify Area Code

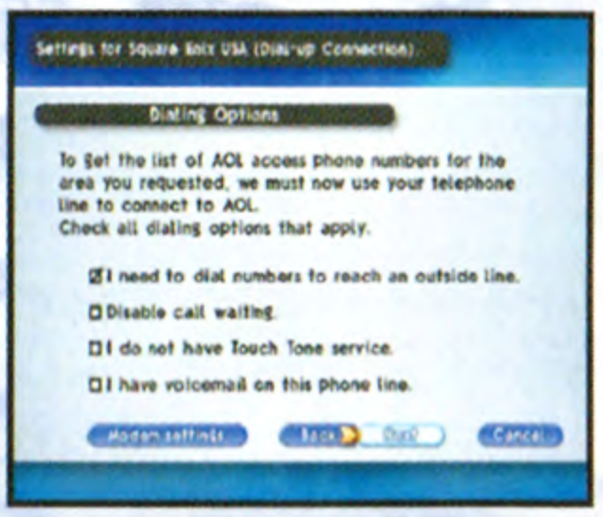
Input your area code into the text field and select "Next."

Specify Area Code
Type in your area code below.
Area code 310
NOTE:
You may incur telephone charges on your phone bill, depending on your location and calling plan.
Back
Next
Cancel

3. Set Dialing Options

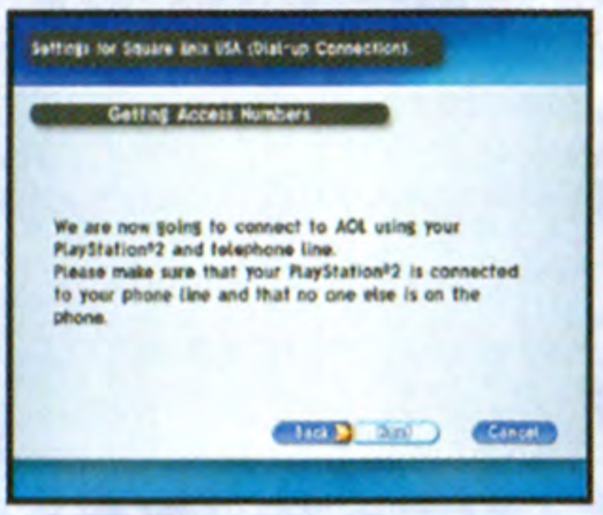
Check all dialing options that apply from this menu and select "Next."

- If you checked the option to dial numbers to reach an outside line, you will be prompted to enter the necessary numbers. Input the number(s) and select "Next."
- If you indicated that you have call waiting, you will be prompted to enter the sequence of numbers needed to disable call waiting. Input the number(s) and select "Next."


Dialing Options
To get the list of AOL access phone numbers for the area you requested, we must now use your telephone line to connect to AOL.
Check all dialing options that apply.
I need to dial numbers to reach an outside line.
Disable call waiting.
I do not have Touch Tone service.
I have voicemail on this phone line.
Modem settings...
Back
Next
Cancel

4. Retrieve Access Numbers

You will now receive a prompt to connect to AOL to retrieve access numbers in your area. Make sure that your PlayStation®2 computer entertainment system is connected to the phone line and select "Next." A connection status window will appear.


Getting Access Numbers
We are now going to connect to AOL using your PlayStation®2 and telephone line.
Please make sure that your PlayStation®2 is connected to your phone line and that no one else is on the phone.
Back
Next
Cancel

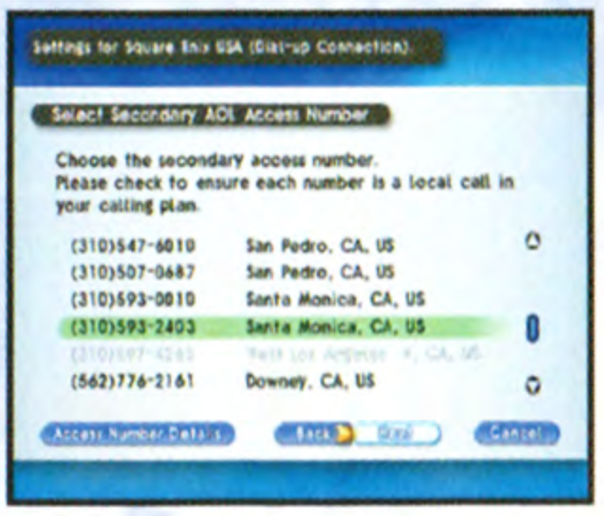
5. Select Primary AOL Access Number

Once the connection is complete, you will be prompted to select your primary AOL access number.
Select a number, and then select "Next."

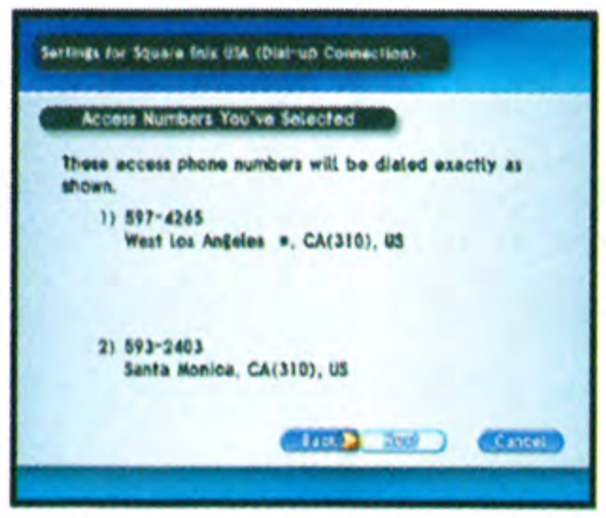
Select Primary AOL Access Number
Choose the primary access number.
Please check to ensure each number is a local call in your calling plan.
(310)593-0010 Santa Monica, CA, US
(310)593-2403 Santa Monica, CA, US
(310)597-4265 West Los Angeles, CA, US
(562)776-2161 Downey, CA, US
(562)508-4265 Long Beach, CA, US
(562)279-2000 Long Beach, CA, US
Access Number Details...
Back
Next
Cancel

6. Select Secondary AOL Access Number

You will now be prompted to select your Secondary AOL access number. Select a number, and then select "Next."


Select Secondary AOL Access Number
Choose the secondary access number.
Please check to ensure each number is a local call in your calling plan.
(310)547-6010 San Pedro, CA, US
(310)507-0687 San Pedro, CA, US
(310)593-0010 Santa Monica, CA, US
(310)593-2403 Santa Monica, CA, US
(562)776-2161 Downey, CA, US
Access Number Details...
Back
Next
Cancel

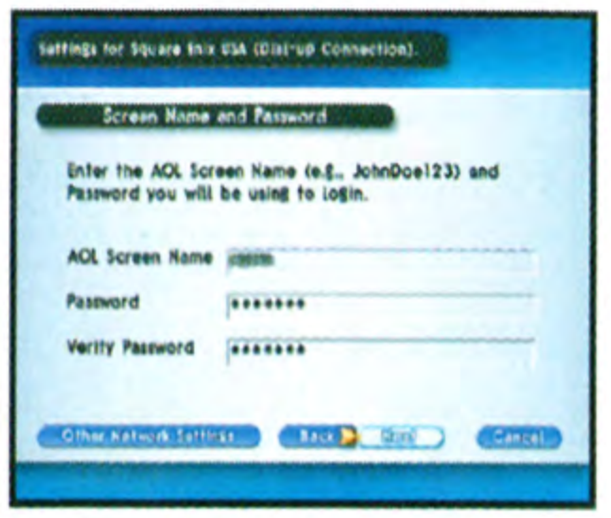
7. Check Dialing Options



The next screen will display both numbers as they will be dialed when making a connection. When you select "Next," a prompt will ask if you need to modify how the numbers will be dialed. If the numbers are fine as is, select "No." If you select "Yes," a list of dialing options will appear. Check any options that apply and select "Next."

- If you indicated that you need to dial numbers to reach an outside line, you will be prompted to enter them. Input the number(s) and select "Next."
- If you indicated that you have call waiting, you will be prompted to enter the sequence of numbers needed to turn off call waiting. Input the number(s) and select "Next."
- If you indicated that you need to dial an area code, the numbers that you selected earlier will appear with check boxes to the right. Select the applicable phone numbers and select "Next."
- If you indicated that you need to dial a "1" before the number, the numbers that you selected earlier will appear with check boxes to the right. Select the applicable phone numbers and select "Next."

8. Input Screen Name and Password



You will now be prompted to enter your AOL screen name and password. Enter your AOL screen name and password in the appropriate boxes, re-enter your password in the box labeled "Verify Password," and select "Next."

- If you wish to modify other network settings, please refer to "Other Network Settings." (optional)

9. Test AOL Connection

Settings for Square Enix USA (Dial-up Connection)
Testing AOL Connection
We are now going to connect to AOL using your PlayStation®2 and telephone line.
Please make sure that your PlayStation®2 is connected to your phone line and that no one else is on the phone.
Back
Next
Cancel

You will now be notified that your system will attempt to connect to AOL with the settings you provided. Select "Next."

- A connection status window will appear, informing you of the different phases of the connection.
- You will be notified if the connection is not successful. Select "Retry" to try again or "Exit" to go back and review your settings.

10.Save Settings

If the connection test is successful, a message will inform you. Select "Finish" to save these settings.

Now you are ready to install the PlayOnlineViewer and Tetra Master software. Please refer to "Installing the Software." (➡ p. 19)

Please follow these instructions to register a connection if you are using a telephone line. You will need to obtain certain information, such as your user ID and account name, from your provider to register the connection. Please complete each area in the dial-up connection settings window.

1 ISP Settings

Allows you to input the settings for your provider. Select each area and fill in the information specified by your provider.

I. Input the user ID or account name issued by your provider.

II. Set a password for your connection.

If you select "Save," you will no longer need to input your password to access your provider's server. Selecting "Save" saves the password on your HDD. Selecting "Not set" means that you will have to input your password each time that you access your provider's server. Please decide which method works best for your situation from a security standpoint.

III. Input the telephone number for your access point.

NOTE:

- When each item is selected, a text-input area will appear. The ★ mark indicates the currently selected setting. Only the necessary items need to be completed.
- You may input alphabetical characters into the text areas as well.

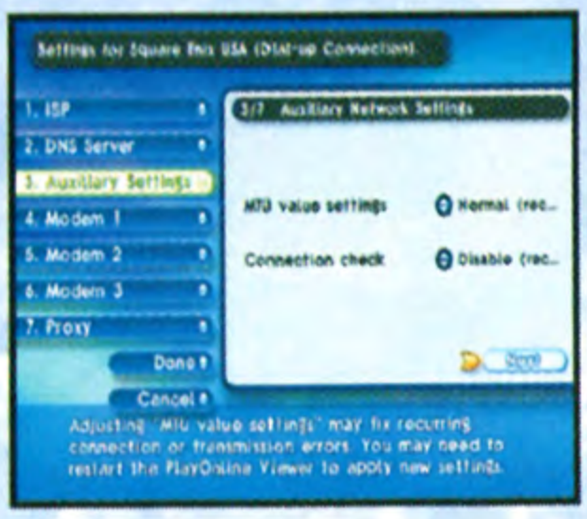
2 Set DNS Server

Allows you to set information about your DNS server. If your provider has specified a DNS server, select "DNS Server," then "Do not acquire automatically," and then input the DNS server address yourself. If your provider has not specified a DNS server, please select "Acquire automatically."

Settings for Square Enix USA (Dial-up Connection).
1. ISP
2. DNS Server
3. Auxiliary Settings
4. Modem 1
5. Modem 2
6. Modem 3
7. Proxy
Done
Cancel
2/7 DNS Server Address Settings
Acquire DNS address
Do not acqu...
Primary DNS server
23.196.65
Secondary DNS server
Marked fields are required.
Next
If your Internet service provider assigns specific DNS addresses, select "Do not acquire automatically" and enter them in the fields provided. Otherwise, select "Acquire automatically."

3 Auxiliary Settings

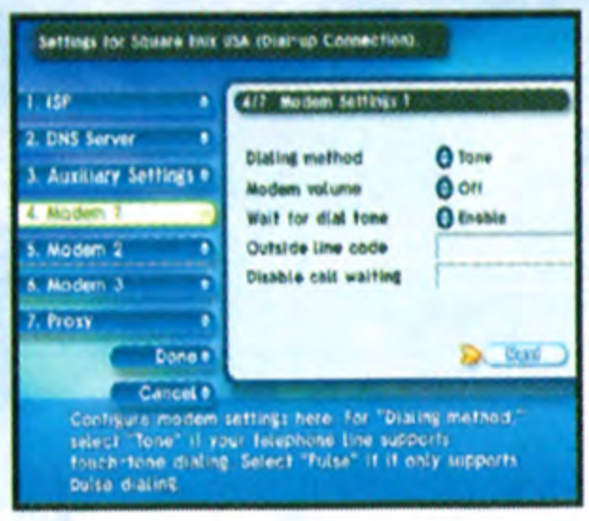
If you are frequently unable to connect to the network or are encountering communication errors, you may be able to resolve the situation by changing the MTU value setting. If your connection is unstable, try reducing the MTU value. Depending on the changes you make, you may have to restart the PlayOnline Viewer.



4 Modem Settings 1

Configures the settings for your modem. Only the required fields need to be completed.

If you are using a modem, select either the "Tone" (push-button) or "Pulse" (rotary) dialing system. If you need to dial an extra digit to obtain an outside line, please input it in the "Outside line code" area. If you are using "Call Waiting," please input the number which disables this service in the "Disable call waiting" area. When you have finished entering the appropriate settings, select "Next."



5 Modem Settings 2

Allows you to configure specific settings for your modem. In most cases, there is no need to complete this area, but some providers may require it. Please refer to the manual for your provider. When you have finished, select "Next."

6 Modem Settings 3

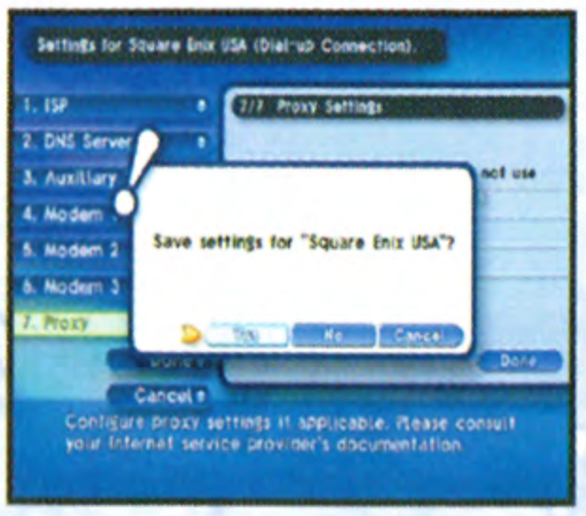
Allows you to configure specific settings for your modem. In most cases, there is no need to complete this area, but some providers may require it. Please refer to the manual for your provider. When you have finished, select "Next."

7 Proxy Settings

Configures the settings for your proxy server. Please refer to the manual for your provider and only complete this section if it is required. If your provider did not specify any settings for a proxy server, you may leave this area as is. When you have finished, select "Done."

8 Save Settings

Completes the configuration process and saves your settings. Select "Yes" in response to the confirmation message to complete the process. Select "Back" to return to the software installation screen.



Next, you will install the PlayOnline Viewer and Tetra Master software,
➡ p. 19 ("Installing the Software")

PPPOE CONNECTIONS

Please use these instructions to register your connection if you are using a PPPoE connection with a DSL line. You will need to obtain certain information, such as your user ID and account name, from your provider to register the connection.

1 Provider Settings

Allows you to input the settings for your provider. Select each area and fill in the information specified by your provider.

I. Input the user ID or account name issued by your provider.

II. Set a password for your connection.

If you select "Save" you will no longer need to input your password to access your provider's server. Selecting "Save" saves the password on your HDD. Selecting "Not set" means that you will have to input your password each time that you access your provider's server. Please decide which method works best for your situation from a security standpoint.

NOTE:

- When each item is selected, a text-input area will appear. The ★ mark indicates the currently selected setting. Only the necessary items need to be completed.
- You may input alphabetical characters into the text areas as well.

2 DNS Server Settings

Allows you to set information about your DNS server. If your provider has specified a DNS server, select "DNS Server," then "Do not acquire automatically," and then input the DNS server address yourself. If your provider has not specified a DNS server, please select "Acquire automatically."

3 Auxiliary Settings

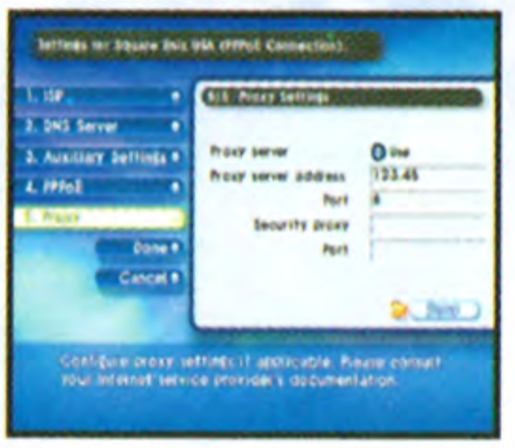
If you are frequently unable to connect to the network or are encountering communication errors, you may be able to resolve the situation by changing the MTU value setting. For DSL connections, the appropriate setting is "Normal (Recommended)." Depending on the changes you make, you may have to restart the PlayOnline Viewer.

4 PPPoE Settings

Allows you to configure your PPPoE settings. Please refer to the manual for your provider before using this section, as entering unnecessary information may result in an inability to connect to the network.

5 Proxy Settings

Allows you to configure the settings for your proxy server. Please refer to the manual for your provider and only complete this section if it is required. If your provider did not specify any settings for a proxy server, you may leave this area as is. When you have finished, select "Next."



6 Save Settings

Completes the configuration process and saves your settings. Select "Yes" in response to the confirmation message to complete the process. Select "Back" to return to the software installation screen.

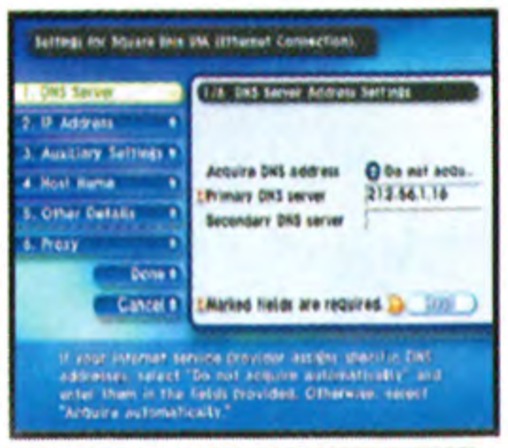
Next, you will install the PlayOnline Viewer and Tetra Master software.
➡ p. 19: "Installing the Software"

ETHERNET CONNECTIONS

Please use these instructions to register a connection if you are using a cable line, DSL line, or a broadband router. You will need to input information obtained from your provider. After you have input a connection name, an Ethernet configuration window will appear. Please input the appropriate information in each area.

1 DNS Server Settings

Allows you to set information about your DNS server. If your provider has specified a DNS server, select "DNS Server," then "Do not acquire automatically," and then input the DNS server address yourself. If your provider has not specified a DNS server, please select "Acquire automatically."



NOTE:

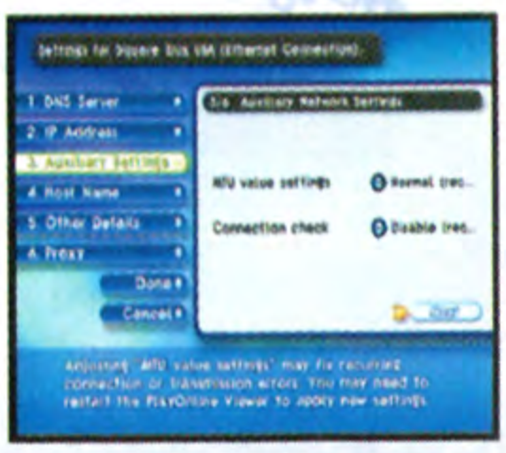
- When each item is selected, a text-input area will appear. The ★ mark indicates the currently selected setting. Only the necessary items need to be completed.
- You may input alphabetical characters into the text areas as well.

2 IP Address Settings

Allows you to configure settings relating to obtaining an IP address. If your provider has assigned you a fixed IP address, select "IP Address," then "Do not acquire automatically," and then input the IP address yourself. If your provider has not specified an IP address, please select "Acquire automatically."

3 Auxiliary Settings

If you are frequently unable to connect to the network or are encountering communication errors, you may be able to resolve the situation by changing the MTU value setting. If your connection is unstable, try reducing the MTU value. Depending on the changes you make, you may have to restart the PlayOnline Viewer.



4 Host Name Settings

Allows you to specify a host name. Please refer to the manual for your provider and only input a name if necessary. In most cases, there is no need to complete this area.

5 Other Settings

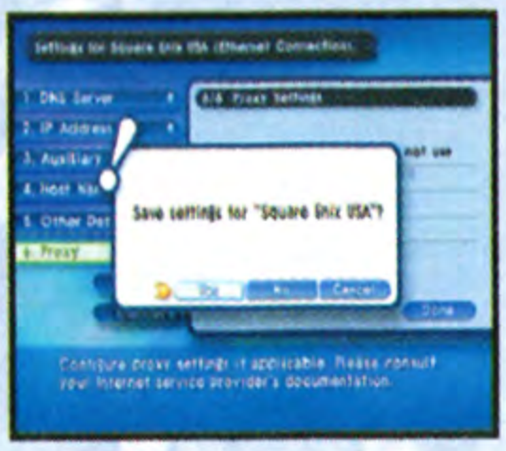
Allows you to set an individual route address. Please refer to the manual for your provider and only complete this section if necessary. In most cases, there is no need to complete this section.

6 Proxy Settings

Allows you to configure the settings for your proxy server. Please refer to the manual for your provider and only complete this section if it is required. If your provider did not specify any settings for a proxy server, you may leave this area as is. When you have finished, select "Done."

7 Save Settings

Completes the configuration process and saves your settings. Select "Yes" in response to the confirmation message to complete the process. Select "Back" to return to the software installation screen.



Next, you will install the PlayOnline Viewer and Tetra Master software. See next page.

Once you have completed configuring your Internet connection settings, follow the steps below to install the PlayOnline Viewer and Tetra Master software on your HDD.

1 Preparing to Install

Once you have completed configuring your Internet connection settings, select "Install" to begin the installation process.

2 Confirm the Installation Process

Once you have read the screen that explains the installation process, select "Next." If you select "Cancel," the installation will be stopped.

3 Accept the Software License Agreement

Please read the PlayOnline Viewer and Tetra Master Software License Agreement thoroughly. If you accept the terms of the software license agreement, select "Accept." If you do not accept the terms, select "Decline." If you select "Decline," you will not be able to use PlayOnline or Tetra Master. You may also view the license agreement for the PlayOnline Viewer and Tetra Master software in the "Service & Support" section.

Scroll Bar

The window display can be moved by using either the scroll bar or the L1/R1 buttons.

4 Begin Installation

Once you agree to the software license agreement, the software certification process will begin. Select "Connect" and the system will temporarily connect to the Internet for online certification of the software. Once the software has been validated and confirmed, select "Install" to begin the installation process for the PlayOnline Viewer and Tetra Master software.

5 Installation

The progress of the installation is displayed on a bar at the bottom of the screen.

When the bar reaches 100%, the installation is complete.

6 Finishing the Installation Process

Once the installation is complete, select "Next." Then, select "Join PlayOnline" to start the registration process. Please remember to remove the PlayOnline Installation Disc before restarting your PlayStation®2 computer entertainment system.

Reinstalling the Software

If you lose the ability to start the PlayOnline Viewer or Tetra Master software because the data on your HDD is damaged, you will need to reinstall the PlayOnline software. Please follow the following steps to reinstall the software.

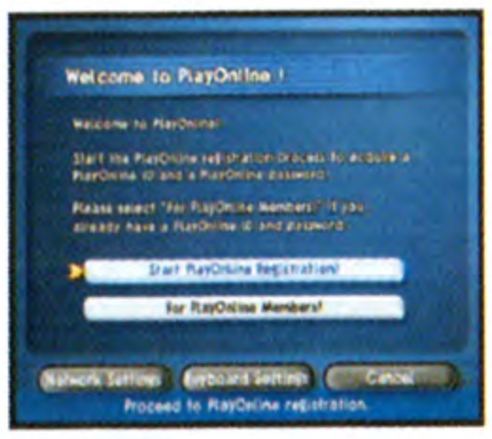
1. Power up the PlayStation 2 system (with no disc inserted).
2. Select "Browser" on the Main menu.
3. Highlight and select the "HDD" icon from the Browser screen.
4. Delete both PlayOnline and Tetra Master files.
5. Restart the PlayStation 2 system with the PlayOnline game disc inserted into the disc tray.
6. Follow the directions to reinstall the PlayOnline/Tetra Master software.

CAUTION! ABOUT RE-FORMATTING

When your HDD is re-formatted, you will lose any data that has been saved on it. For more information about saving data, please refer to "Saving Data." (➡ p. 60)

THE REGISTRATION PROCESS

Once you have finished configuring your Internet connection settings and installing the PlayOnline Viewer and Tetra Master software, you will proceed to the PlayOnline registration screen. Select "Start PlayOnline Registration!" to begin the registration process.



If you are installing for the first time:

Select "Join PlayOnline"

Follow the steps listed in the "Registration Process."

If you are reinstalling:

Select "For PlayOnline Members!"

The "Membership Registration" screen will appear. Enter your member name, PlayOnline ID, and password. You will not need to enter the registration code again.

For information about the data that will be lost in the reinstallation process, (➡ p. 60)

When you select "Start PlayOnline Registration!" an Internet connection window will appear. Enter the required settings and select "Connect."

1. If you have set up multiple Internet connections, select a connection from the connection settings window to use it. If you have already selected a connection, there is no need to do so again.
2. If you are using a dial-up or PPPoE connection to access the Internet, the user ID that you have registered for your provider will be displayed.
3. If you are using a dial-up or PPPoE connection to access the Internet, enter the password for your provider in alphanumeric characters. If you are using an Ethernet connection, there is no need to enter a password. If you are using a dial-up connection, the access point will be displayed as well.

Once you have finished entering all of the information, select "Connect."

If you select "Save" on the Internet Settings Menu, you will not have to enter your provider access password again. If you change your provider access password, however, please remember to edit this setting.

Select "Join PlayOnline" to proceed to the registration process.

BEGINNING THE PLAYONLINE REGISTRATION PROCESS

Please enter the registration code found on the last page of this owner's manual. Please take the time to enter name, address, and other information correctly. If you do not, you may not be able to use PlayOnline services, including support services.

CAUTION!

Use care when entering your information. The following letters and numbers are easily mistaken for one another:

0 (zero) and O (the letter O)
$ (dollar sign) and S (the letter S)
@ (the "at mark") and a (the lowercase letter A)
1 (one), I (the letter I) and l (the lowercase letter L)
2 (two) and Z (the letter Z)
U (the letter U) and V (the letter V)
6 (six) and b (the lowercase letter B)
u (the lowercase letter U) and v (the lowercase letter V)
9 (nine) and q (the lowercase letter Q)

1. Confirm Age and Read Privacy Policy

A screen will appear asking you to enter your birth date. If you are a minor, you must let a parent or legal guardian complete the registration. **Children under the age of thirteen, however, are not permitted to use PlayOnline.** Please read through the privacy policy that follows.

PlayOnline Service Privacy Policy
PlayOnline™ Service Privacy Policy
I. Background on This Privacy Policy
I have read the privacy policy and agree to its terms
Accept
Decline
Proceed to next page.

2. Confirm the Registration Steps

Read the steps in the registration process and select "Next" to proceed.

Member Registration
Please follow these steps to complete the PlayOnline member registration process.
Step 1 Enter Registration Code
Enter the PlayOnline registration code included in your software package.
Step 2 Review PlayOnline Member Agreement
You must read and accept the terms of the PlayOnline Member Agreement. If you
Next
Cancel
Proceed to next page.

3. Enter Your PlayOnline Registration Code

The registration codes are located in the back of this owner's manual. When the registration code entry screen appears, enter the PlayOnline registration code (a series of sets of four alphanumeric characters). If you select "Cancel," the process will be cancelled and you will not be able to use PlayOnline. The registration code is required to verify your PlayOnline Viewer and Tetra Master software. If your package contained a special promotional code, please enter it as well. If you don't have a promotional code, you can simply ignore this field.

CAUTION! ABOUT REGISTRATION CODES

The last page of this owner's manual contains registration codes for the following PlayOnline services: (Registration codes consist of a series of 20 alphanumeric characters that are separated by hyphens.)

PlayOnline, Tetra Master, FINAL FANTASY XI, and FINAL FANTASY XI: Rise of the Zilart

A specific registration code is required each time you purchase a Content ID for a PlayOnline service. Because of this, if you lose your registration codes, you will not be able to purchase additional Content IDs or register for expanded services. Unfortunately, you will not be issued a replacement for a lost registration code for any reason. Registration codes are very important, so make sure to keep this owner's manual in a safe place.

4. Accept the PlayOnline Member Agreement

Please read through the PlayOnline Member Agreement. If you agree to the terms, select "Accept." If you do not agree to the terms, you will not be allowed to register for PlayOnline.

PlayOnline Member Agreement
PlayOnline™ Member Agreement
Background on this Agreement
I have read the PlayOnline Member Agreement and agree to its terms
Accept
Decline
Accept terms of agreement and proceed to next page.

5. Enter Your Name

Enter your name. Once you have finished entering your name, select "Next." Selecting "Reset" will clear all input fields.

NOTE:

If you make a mistake when registering your name, contact the PlayOnline Information Center. (➡ p. 65)

6. Enter Address

Enter your address. If you live in an apartment, please include the apartment number. Once you have finished entering your address, select "Next."

7. Enter Phone Number and E-mail Address

Enter your phone number. Then, if you have an e-mail address that was provided by your Internet or cell phone services provider, enter it in alphanumeric characters. When you have finished, select "Next."

8. Confirm Your Information

A screen showing the information you entered for steps 5 through 7 will appear. Please check it for accuracy. If there are any errors, select "No" and register again. If the information is correct, select "Yes.

9. Enter Payment Information

Enter information about your method of payment. Only VISA and MasterCard are accepted.

CAUTION! MAINTAINING A VALID PAYMENT METHOD IS REQUIRED

PlayOnline requires you to maintain a valid payment method as part of your member information at all times. This applies even if you do not purchase Content IDs for fee-based services and only use PlayOnline's free services. Your access to PlayOnline will be suspended immediately if your payment method is determined to be invalid. If this occurs, a message will notify you of your account suspension the next time you attempt to log into PlayOnline. To restore your access, please follow the instructions in the message.

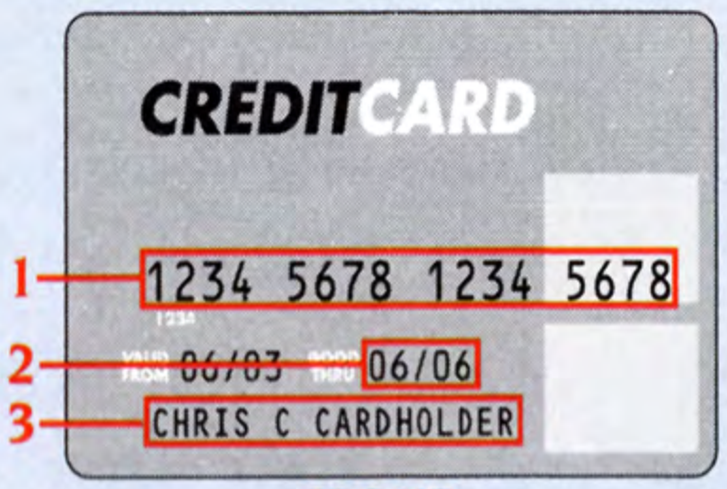
NOTE: ABOUT PAYMENT INFORMATION

When you register a payment method, please make sure that you enter the correct information.
You will be asked to submit the following information:

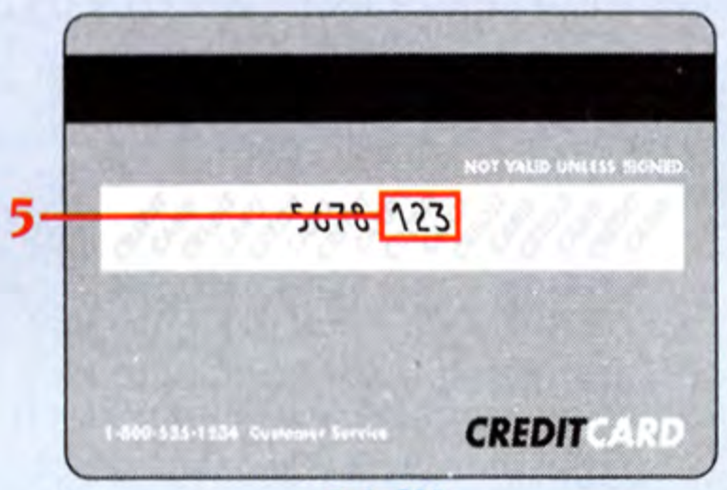
1. **Card Number**
2. **Expiration Date (Month/Year)**

   Note: Please be careful not to reverse the digits of the month and year.
3. **Name of Cardholder**
4. **Billing Address (the address where the card statement is sent)**
5. **CVM Code**

   Note: The CVM code is the 3-digit number on the back of your card that follows the last 4 digits of your card number.



FRONT



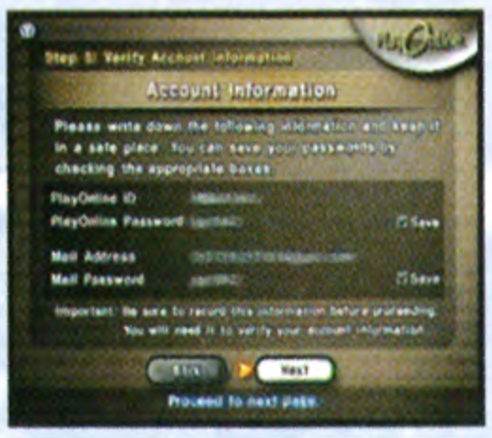
BACK

10. Select Your PlayOnline Password and Mail Password

Select passwords that can not be easily recognized or guessed by others. You will need to enter your PlayOnline ID and PlayOnline password when you review or update your member information or purchase Content IDs, so please take note of them and keep them in a safe place.

When you are finished, select "Next." If you wish to change your PlayOnline mail address, select "Change Mail Address." You may only change your mail address once.

11. Saving Your PlayOnline Password and Mail Password



You can save your PlayOnline password and mail password. If you choose to do so, you will not be required to enter them again when you access services or use other password-required features. If you do not choose to save your PlayOnline password and mail password, you will have to enter them every time you access (log into) PlayOnline. Please decide which method works best for your situation from a security standpoint. Even if you do choose to save your passwords, you will still need to enter them again when you change or confirm your membership information or purchase a Content ID. Please make sure to write your passwords down and keep them in a safe place.

Saving the PlayOnline password: At the login screen, select the member you wish to edit, then select "Settings." For the "Save Password" setting, select "Save."

Saving the mail password: Select "Navigator" from the main menu, then "Mail." Next, select "Accounts," select the mail account, then "Edit Account." Then, select "Server Settings," and change "Set Password " to "Save."

12. Enter Your PlayOnline ID and Password for Confirmation

Your PlayOnline ID and password will be displayed again so that you can confirm that you wrote them down correctly. If you make a mistake, the PlayOnline ID and password will be displayed again for your reference.

You will not be issued a replacement PlayOnline ID. Furthermore, the PlayOnline Information Center will not give out PlayOnline passwords, so please write yours down in the spaces provided on the back cover flap of the game manual and keep it in a safe place. (You can only be issued a replacement for your PlayOnline password.)

CAUTION! ABOUT PLAYONLINE IDS AND PASSWORDS

Your PlayOnline ID and PlayOnline password are very important for using the PlayOnline service. Do not share them with other people, and please take care to keep them in a safe place. Square Enix U.S.A. accepts no responsibility for problems that arise from your failure to manage your PlayOnline ID or PlayOnline password.

13. PlayOnline Registration Completion Message

You have now completed the PlayOnline registration process, and important information for using the service will appear on your screen.

Select "Log in to PlayOnline now" to log in or select "Exit" to end the registration process.

- After you have completed the PlayOnline registration process, you will not need to insert the PlayOnline Viewer and Tetra Master disc to access the PlayOnline Viewer.

Please refer to "Starting PlayOnline." (➡ p. 28)

PlayOnline IDs: Addendum

Only one PlayOnline ID may be obtained per registration code. Once associated with a PlayOnline ID, a player character (such as those from FINAL FANTASY XI) cannot be transferred to another PlayOnline ID. PlayOnline IDs obtained for the Windows® version of the software can be used with the PlayStation®2 version of the software (and vice-versa). However, you cannot use the same PlayOnline ID on two machines at the same time.

Reviewing or Updating Your Member Information

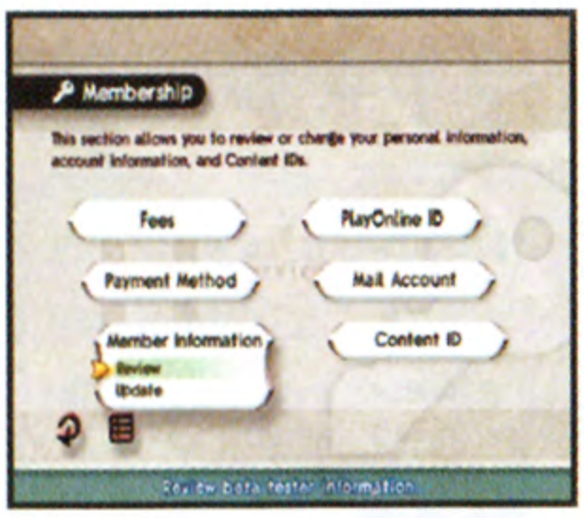
If you wish to review or update the information that you entered during the PlayOnline registration process, please follow the steps below:

To Review

PlayOnline Main Menu ➡ "Service & Support" ➡ "Membership" ➡ "Member Information" ➡ "Review"

You can review the following information:

- Name
- Date of birth
- Address
- Telephone number
- E-mail address



NOTE:

If you find any errors in your name or date of birth, please contact the PlayOnline Information Center.

If you would like to change your payment method, review your past and current fees, cancel or reactivate Content IDs, please proceed to the appropriate menu within the Service & Support section (➡ p. 59).

To Update

PlayOnline Main Menu ➡ "Service & Support" ➡ "Membership" ➡ "Member Information" ➡ "Update"

You can update the following information:

- Address
- Telephone number
- E-mail address

PlayOnline Information Center

Phone Support
(858) 790-7529 (PLAY)
Monday - Friday
9:00 am - 6:00 pm Pacific Time

Note: Long-distance fees may apply.
Phone support information is available in the PlayOnline Viewer's Service & Support section and on the PlayOnline web site at http://www.playonline.com.

The PlayOnline Information Center will not accept requests regarding game tips or data. Please also be aware that the PlayOnline Information Center may not be able to answer certain questions.

SERVICES AVAILABLE ON PLAYONLINE

- Free Services

  You can enjoy basic services such as chat, e-mail, and the Friend List free of charge.

- Fee-Based Services

  Monthly subscription fees are required for fee-based services such as FINAL FANTASY XI and Tetra Master. These "Content ID fees" are applied toward Content IDs purchased for each fee-based service. Details on billing times are available below. Current monthly Content ID fees include the following:

  FINAL FANTASY XI
  The fee for a single Content ID is US $12.95 a month. The fee for each additional Content ID is US $1.00 a month. You can purchase up to sixteen Content IDs total.
  (Fees are current as of December 2003.)

  TETRA MASTER
  The fee for a single Content ID is US $1.00 a month. You can only purchase one Content ID for this service.
  (Fee is current as of December 2003.)

About the Free Trial Period
Each fee-based service comes with a 30-day free trial period. For services that allow you to purchase multiple Content IDs (such as FINAL FANTASY XI), the free trial period begins on the date you purchased the first Content ID. Any additional Content IDs purchased are also free of charge until the end of the free trial period.

Content IDs

Cancelling and Reactivating Content IDs
Once you purchase a Content ID, it remains active and available for use until you either cancel or delete it. If you no longer wish to use an active Content ID, you can cancel it at any time. Doing so will cancel service for that Content ID along with any related fees. Once a Content ID is cancelled and no longer available for use, it is considered inactive. You can reactivate it within three months of the date it becomes inactive. After this three-month period, the Content ID is deleted and cannot be restored. For more details, please see the related information in each game section of this owner's manual.

Deleting Content IDs
You can also delete inactive Content IDs entirely. Once you delete an inactive Content ID you will not be able to use it again. Any player or character data associated with the Content ID will be gone and cannot be restored.

BILLING FOR FEE-BASED SERVICES

Billing Times
Monthly Content ID fees become due and payable at three different times. They become due: 1. on the first day of each calendar month; 2. upon purchase or reactivation of a Content ID; and 3. at the end of your free trial period.
See "About Billing" below for more details.

NOTE:

Full monthly fees are charged for Content IDs purchased or reactivated in the middle of a month. See "About Billing" for special rules that apply to fees immediately after the free trial period ends.

About Billing

Billing Cycle and Format
All Content ID fees for the current billing period are added up on the first day of each calendar month. The sum of these fees is then charged to you. You will only see one charge from PlayOnline on the billing statement from the company providing your payment method. For information on how to review details of a charge, please read "Statements" on the next page.

NOTE:

Overdue Content ID fees are treated differently from the above cycle. They are charged immediately upon your approval using the payment method of your choice. For details, please refer to "Declined Payment." (➡ p. 26)

Content ID Fees Included in a Charge

A charge may include Content ID fees for several fee-based services. A charge may also include the fees for multiple Content IDs purchased for a single fee-based service. Please be aware also that a charge may include fees for the current month as well as any fees due from the previous month. The following describes the fees that may be included in a single monthly charge:

1. Monthly fees for Content IDs that are active as of midnight Pacific Time on the first day of each calendar month are included in a charge. The fees are charged in advance for the current calendar month.
2. Monthly fees for Content IDs that were purchased or reactivated since the last time you were charged are included in a charge. Full monthly fees are charged for these Content IDs, regardless of the date they were purchased or reactivated.
3. Prorated monthly fees for Content IDs that are active as of midnight Pacific Time on the day after your free trial period ends are included in a charge. Additionally, the fees for Content IDs purchased or reactivated after the end of your free trial period but before the end of the month are included in a charge. Full monthly fees are prorated based on the number of days between the end of your free trial period and the end of the month. Please note that this is the only time monthly Content ID fees are prorated.

Statements

PlayOnline will not issue monthly statements detailing the Content ID fees being charged. However, you can review details of a charge from within PlayOnline by using one of the options described below:

At PlayOnline Login
A message regarding your billing will appear, asking if you would like to review the details of a charge for a given month. Please follow the instructions in the message in order to do so.

Within PlayOnline
From the PlayOnline Main Menu, please proceed as follows:

PlayOnline Main Menu ➡ "Service & Support"➡ "Membership" ➡ "Fees" ➡ "Review"

Please follow the instructions there to view your billing details.

Details of Past Charges

Details of charges for the past six months are available for review within PlayOnline as well. To review these charges, please follow the steps below:

PlayOnline Main Menu ➡ "Service & Support" ➡ "Membership" ➡ "Fees" ➡ "Review"

Please follow the instructions there to view your billing details.

Declined Payment

If we are declined payment for a charge, either in whole or in part, from the company providing your method of payment, your access to PlayOnline services will automatically be suspended. Your access will also be suspended if we issue a refund on a past payment we have already received, either in whole or in part, to the company providing your method of payment (i.e., a "charge back"). When you next attempt to log into PlayOnline, a message will notify you of the suspension and briefly explain the reason. If you were unaware of the circumstances behind your account suspension, please contact the company providing your method of payment before contacting PlayOnline customer support.

To restore your access, you must first pay the amount that is overdue. You can do this by either registering a new payment method (such as a different credit card) or reregistering the current payment method once you have resolved your issues with the company providing it. To do either, please follow the instructions in the message displayed when you attempt to log into PlayOnline.

NOTE:

Square Enix U.S.A., Inc. is neither responsible nor liable for any account time lost due to account suspension. Furthermore, Square Enix U.S.A., Inc. is not obligated to retain any account data on any server during the suspension period.

Changing Payment Methods

If you wish to change your current payment method, please follow the steps below:

PlayOnline Main Menu ➡ "Service & Support" ➡ "Membership" ➡ "Payment Method" ➡ "Register/Change"

UNSUBSCRIBING FROM PLAYONLINE

If you wish to unsubscribe from PlayOnline entirely, visit Service & Support from the PlayOnline main menu. Proceed to "Guide" and select "Unsubscribing from PlayOnline." Please follow the on-screen instructions and answer the short survey there to unsubscribe. Your access to PlayOnline will be disabled immediately once you complete these steps.

CAUTION! ABOUT YOUR MEMBER INFORMATION

Your member information is retained on the server for three months after your access to PlayOnline is disabled. Should you decide to reactivate your PlayOnline account and to use PlayOnline services again during this three-month period, simply log into PlayOnline and follow the instructions there. You will be able to use the same account information that was registered at the time you unsubscribed from PlayOnline.

After this three-month period has elapsed, you can no longer use your previous account information. You must create a new account to use PlayOnline again. Please note that this means you must purchase a new copy of the software from a retailer and reregister for PlayOnline.

Reactivating a PlayOnline Account

To reactivate a PlayOnline account, you must register a payment method again. You must also submit the PlayOnline ID and PlayOnline password that you used prior to unsubscribing.

From the PlayOnline login screen, log in using the PlayOnline ID and password for the account you wish to reactivate. When a confirmation message appears, select the "Yes, Reactivate Now" button and follow the on-screen instructions.

STARTING PLAYONLINE

STARTING THE PLAYONLINE VIEWER

- Please check to ensure that your PlayStation®2 computer entertainment system and the internal hard disk drive (for PlayStation®2) are properly connected to each other and to the data line.
- Please make sure that there is no disc in the disc tray when you start the PlayOnline Viewer.

1. Turn on the PlayStation®2 system without the PlayOnline game disc.
2. Select "Browser" from the Main menu.
3. Highlight and select the "HDD" icon from the Browser screen.
4. Activate the "PlayOnline" icon to launch the PlayOnline software.
5. After an opening demo, the title screen will appear. Press any button on the controller, mouse, or keyboard to display the login screen menu. Please follow the instructions for logging in below.

CAUTION!

Although a FINAL FANTASY XI icon will appear on the HDD menu screen, you cannot start the game by selecting this icon. You must log in to the PlayOnline Viewer to access the game.

LOGGING IN

Start the PlayOnline Viewer as described above. The login screen will appear. You can configure your login information and network settings there, then log into PlayOnline.

There Are Two Ways to Log In to PlayOnline:

Logging in as a Registered Member

Allows you to log in using the PlayOnline ID and connection that you configured when you registered for PlayOnline.

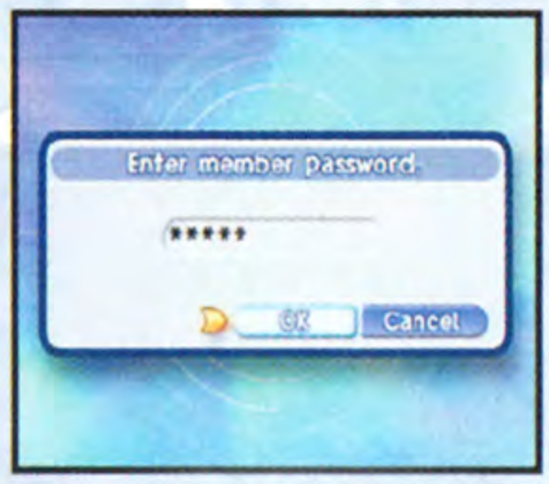
1. Select a Member

Select a member name from the Member List. The PlayOnline ID issued during the registration process will appear in the Member List as "New User," so you can begin using PlayOnline right away. You can change the member name by selecting "Settings" after you choose the member.

2. Enter Your Password

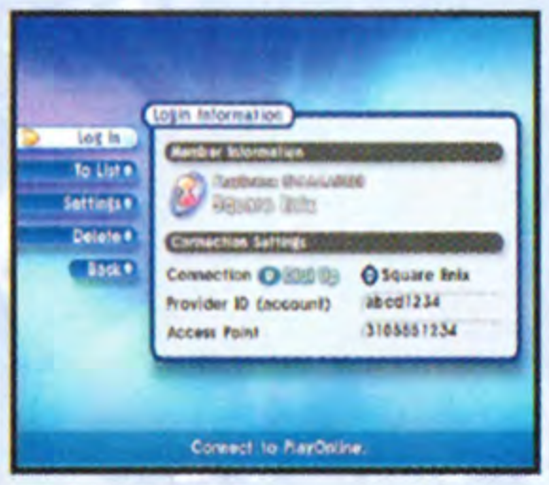
If you have set a member password, the member password input window will appear. Enter your member password and select "OK." (If you have not set a member password, the member password input window will not appear.)

The member password is a secondary password that you can set for added personal security. If you lose your member password, you will no longer be able to log in, delete or change member settings, or register using that PlayOnline ID. The member password is stored on your HDD. Because of this, if you lose your member password, you will not be able to obtain a new one by calling the PlayOnline Information Center. If you lose your member password, you will have to reinstall the PlayOnline Viewer software.



3. Select "Log In"

Selecting "Settings" on this screen will allow you to change member information such as your member name. You can also remove a member from the Member List by selecting "Delete."



4. Connecting to PlayOnline

When the connection confirmation window appears, enter your PlayOnline password in alphanumeric characters and select "Connect." (If you previously chose "Save" for each password, you will not need to enter them on this screen.)

If you place a check in the "Save current settings" option box, the next time you log in and select a member name on the top page, you will be able to skip step 3.

When you select "Connect," you are logging in to PlayOnline. Enjoy the various network services offered by PlayOnline. Please refer to "The PlayOnline Navigator." (➡ p. 37)

- When you log in from now on, please refer to "Starting PlayOnline." above.

NOTE: ABOUT UPDATES

PlayOnline is a networked service. Occasionally, content may be updated via the network. When you connect to PlayOnline, the system will automatically check the version of software that you are using. If a newer version is available, an update screen will appear. Select "Update" to download the updated data.

After your software version is updated, your Playstation®2 may need to be restarted. Please refer to "Starting PlayOnline." (➡ p. 28)

The update screen may appear when you select certain PlayOnline services as well. If this occurs, follow the directions on-screen to update your software.

Guest Login

You can access PlayOnline with your own data even when using another person's console by selecting "Guest Login" from the login screen menu. However, you will need to manually enter your PlayOnline ID and password. The steps for logging in as a guest are as follows:

1. Select "Guest Login"

Displays the Guest Login window. Please enter your PlayOnline ID and PlayOnline password in alphanumeric characters. When you have finished, select "OK."

2. PlayOnline Connection Settings

The PlayOnline connection settings screen will appear. Check to ensure that the information is correct and select "Log In."

3. Connect to PlayOnline

An information screen will appear. Check to ensure that the information is correct and select "Connect." The server will access your data and you can begin playing the game.

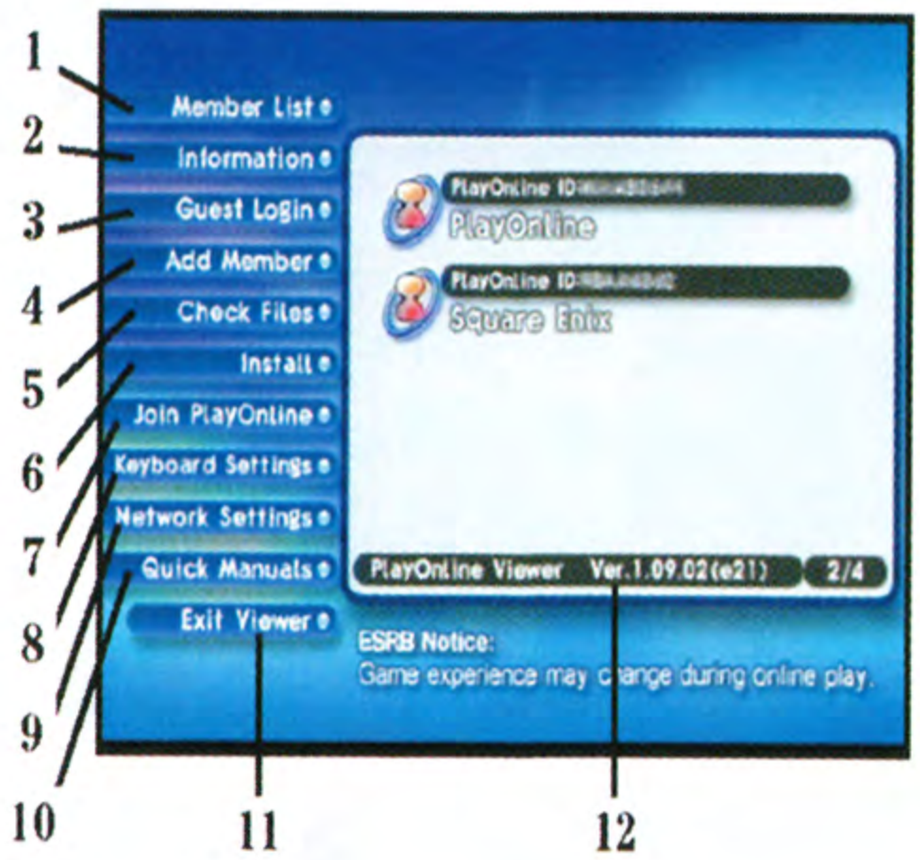
CAUTION! THINGS TO REMEMBER ABOUT THE GUEST LOGIN

When you use guest login, you will only be able to access personal data stored on the server; any data stored on your HDD will not be available during the guest login. This includes information such as your PlayOnline Mail address book and mailboxes, your optional settings, and other personal data. This data is normally saved on your HDD every time you log out of PlayOnline, but it is not saved when using the guest login.

- Your PlayOnline ID and PlayOnline password are necessary to use the PlayOnline service. Do not share them with other people, and make sure to keep them in a safe place.
- For more information about the data that is stored on the server, refer to "Data Stored on the Server." (➡ p. 60)

THE LOGIN SCREEN MENU

The login screen menu is structured as follows:



For more information, please refer to the "Login" portion of the Quick Manuals.

- Several additional features will be added via a version update the first time you log in to PlayOnline.

1. Member List
The anchor will move to the Member List, which shows the member names that you have created.

For more information, please refer to "Logging In." (➡ p. 28)

2. Information
Allows you to view news about server outages and maintenance.

3. Guest Login
A method of logging in as a guest. For more details, please refer to "Guest Login." (➡ p. 29)

4. Add Member
Allows you to add a new connection for PlayOnline members.

A. Select "Add Member"
The Add Member window will appear. Items marked with a "!" indicate mandatory information. In "Member Name," enter a member name to be associated with your PlayOnline ID. You may be asked to enter a member password as well. Next, enter your PlayOnline ID. If you wish to store your password, select "Save" for the Set Password setting before entering your PlayOnline password. When you have finished entering all the required information, press the "Register" button.

B. Confirm Your Member Information

CAUTION!
You can add a maximum of one member per PlayOnline ID. You cannot add multiple members using the same information.

A screen allowing you to confirm your member information will appear. If it is correct, select "Yes." A new member will be added to the Member List.

5. Check Files
Checks your system to ensure that there are no problems with your software.

6. Install
Installs FINAL FANTASY XI or other PlayOnline software on your HDD. Please follow the instructions on-screen to successfully install the software.

7. Join PlayOnline
Allows you to add multiple PlayOnline IDs.
- You must purchase additional copies of the software to add additional memberships.

8. Keyboard Settings
Allows you to configure your keyboard.

9. Network Settings
Displays the network connection settings screen.

10. Quick Manuals
Displays online manuals for the PlayOnline Viewer.

11. Exit Viewer
Quits the PlayOnline Viewer and turns your PlayStation®2 computer entertainment system off.

12. Version Info
Displays the version of the PlayOnline Viewer that you are using.

LOGIN TROUBLESHOOTING

If you encounter problems between starting the PlayOnline software and logging in, please refer to the Q&A section below. This section contains tips to help you resolve simple problems. For more information, please refer to the general "Troubleshooting" section. (➡ p. 61)

Q: I can't log into PlayOnline.
A: Please check the following:

1. Checking for Server Maintenance Outages
   Check and see if the provider you are using, or the PlayOnline system, is down for server maintenance. For information about server outages, please check your provider's website, and the PlayOnline website at (http://www.playonline.com).

2. Checking Your Modem
   Ensure that your modem is compatible with your data line.
   Ensure that your modem is compatible with PlayOnline.
   Ensure that there is a proper connection between your modem and your data line.

3. Checking the Connection Method
   Ensure that you are using the appropriate connection method for your data line.

4. Others
   If you are using a cable Internet service:
   Some cable Internet providers require that you specify a "Host Name" when logging in. For more information, please contact your cable services provider.

Q: Communication suddenly stopped while I was updating my Friend List, creating a handle, or registering for PlayOnline. I can't seem to progress any further.
A: Please ensure that your modem is using the newest version of firmware.

THE PLAYONLINE MAIN MENU

Once you log into PlayOnline, the main menu will appear. From the main menu, you can access PlayOnline games, chat and other services. Simply move the pointer or anchor to the menu item you wish to access, then press the confirm button.

Main Menu Choices:

Information
Allows you to view various types of information about PlayOnline services.

Navigator
A versatile communication tool that includes mail, chat, and Friend List features. (➡ p. 37)

Games
Allows you to play games on PlayOnline. This section also contains game tips and other information. (➡ p. 57)

Extras
Features columns and a variety of other entertainment for your enjoyment. (➡ p. 57)

Options
Allows you to configure various settings for the PlayOnline Viewer. (➡ p. 35)

Service & Support
Allows you to view the License Agreements and make changes to your member information. (➡ p. 59)

GM Call
Allows you to chat with a Game Master for assistance. (➡ p. 87)

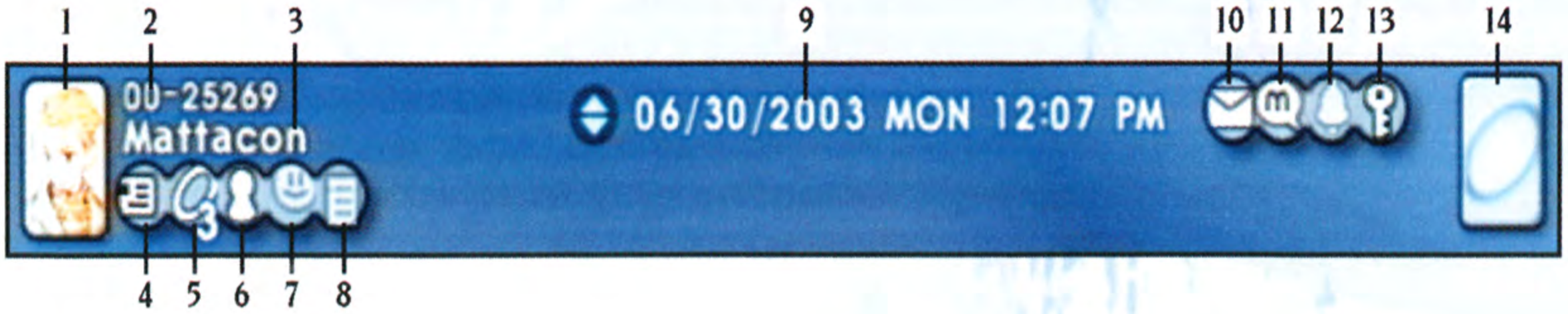
Quick Manuals
Explains how to use the PlayOnline Viewer and its various features.

Back to Game
Returns to the game you temporarily logged out of before accessing the main menu.

Log Out
Logs out of PlayOnline and returns to the login screen menu.

Information at the Top of the Screen:

The data that appears at the top of the screen is called your "active handle information." This information appears in many places throughout PlayOnline. It will disappear when you access PlayOnline services, but you can view it at any time by moving the pointer near the top of the screen or pressing the ■ button to display the Quick Menu.



1. **Portrait**
   Shows the portrait that you have set in your active handle profile.
2. **Handle ID**
   Shows the Content ID linked to the active handle.
3. **Active Handle**
   Shows the handle that you are currently using.
4. **Check Profile Icon**
   When selected, allows you to review the profile that you have set for the active handle.
5. **Privacy Level Icon**
   Shows your current privacy level, and when selected, allows you to change your privacy level.
6. **Switch Handle Icon**
   When selected, allows you to switch your active handle.
7. **Navigator Icon**
   When selected, returns to the top page of the Navigator.
8. **Quick Menu Icon**
   When selected, displays the Quick Menu.
9. **Headline Bar**
   1. Shows the current date and time, or connection time.
   2. Shows an alert when friends go online or offline or send you a message.
   3. Shows a list of previous alerts when selected with the pointer.
10. **Check Mail Icon**
    Indicates the number of new mail messages. When selected, allows you to read your new mail.
11. **View Messages Icon**
    Indicates the number of new messages. When selected, allows you to read your new messages.
12. **Knock Messages Icon**
    Shows the number of new knock messages.

- Knock messages are messages indicating status changes and the like. They are sent to you from a player in a game.

13. **SSL Certificate Icon**
    A key icon appears here if the content to which you are connecting is encoded. When selected, it allows you to view the "SSL Certificate." As long as the content is SSL encoded, any information entered cannot be viewed by a third party.

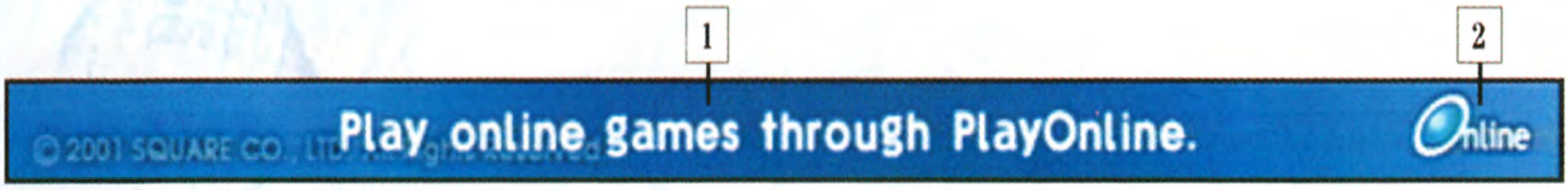
- The SSL Certificate Icon does not normally appear.

14. **Log Out / Back to Game**

When selected, logs you out of PlayOnline. Additionally, if you have temporarily paused your game to return to the PlayOnline Viewer, this icon will appear as a game icon. In that case, selecting it will return you to your paused game.

All information is current as of December 2003, but please be aware that it is subject to change without notice. For more details, please check the "Information" section of the PlayOnline Viewer.

Information at the Bottom of the Screen:



1. Active Help
When a menu item or icon is selected, a brief explanation of the item is shown here.

2. Connection Status Icon
Indicates your connection to PlayOnline as being either online or offline.

- You can switch between online and offline by using the "Connection" feature in the top menu of the PlayOnline Navigator.

Status: Online
The connection status icon will illuminate when data is being transferred between the server and your computer.

Status: Online

NOTE: LOG OUT AND QUIT

When you want to quit PlayOnline, follow these steps:

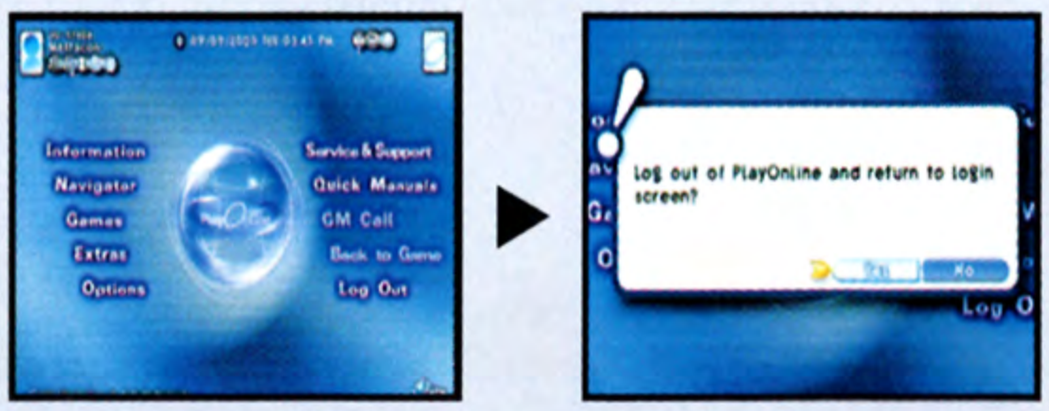
1. Log Out

Disconnects you from the PlayOnline server.

- Temporarily exiting PlayOnline games does not constitute logging out. You must first select "Back to Game" and complete that game's logout process for the service in question before logging out of PlayOnline.

Selecting "Log Out" from the main menu will display a confirmation window. Select "Yes."

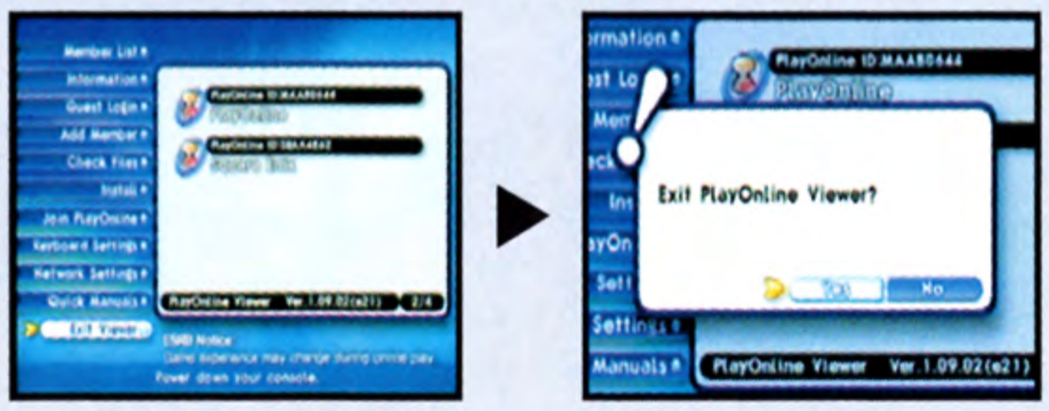
- You can also select "Log Out" from other menus, such as the Quick Menu.



2. Quitting the PlayOnline Viewer

Quits the PlayOnline Viewer and turns off your PlayStation®2 computer entertainment system.

Selecting "Exit Viewer" from the login screen menu will display a confirmation window. Select "Yes."



- Please make sure to follow these steps when quitting the PlayOnline Viewer in order to prevent loss of data.

OPTIONS

Selecting "Options" from the main menu allows you to configure various settings for the PlayOnline Viewer.

Using the Options Menu

1. Select one of the items on the right side of the screen to adjust that setting.
2. When you are finished adjusting the settings, select "Back" and then select "Yes" from the confirmation window. Selecting "Default" will restore all options to their original settings.

Network

Connection Information

Allows you to view your current network settings.

Wallpaper and BGM

Wallpaper

Allows you to change the wallpaper used for the PlayOnline Viewer.

How to Change the Wallpaper

1. Select "Options" from the main menu, and then select "Wallpaper" from the Wallpaper and BGM section of the PlayOnline Viewer.

2. A list of wallpaper selections will be displayed. Scroll to a desired wallpaper to view it. Select a wallpaper and select"OK" in the displayed window. When finished choosing a wallpaper, select "OK" to make the change.

BGM

Allows you to change the background music for the PlayOnline Viewer.

How to Change the BGM

1. Select "Options" from the main menu, and then select "BGM" from the Wallpaper and BGM section of the PlayOnline Viewer.

2. A list of BGM selections will be displayed. Select a desired BGM. Select "OK" in the displayed confirmation window, and select "OK" in the BGM window to make the change.

Ambient SFX

Allows you to change the ambient sound effects for the PlayOnline Viewer.

Screen Settings

Active Help Display
Allows you to display or hide the active help text which appears at the bottom of the screen.

Screen Adjustment
Allows you to adjust picture quality and screen position.

Sound Settings

Output Method
Allows you to toggle between Stereo and Monaural.

BGM Volume
Allows you to select a volume for the background music (10% - 100%, or "Off.")

Ambient SFX Volume
Allows you to select a volume for the ambient sound effects (10% - 100%, or "Off.")

SFX Volume
Allows you to select a volume for the sound effects (10% - 100%, or "Off.")

System Clock

Time Display
Allows you to toggle between "Current time" and "Connection time" for the clock display in the Headline Bar.

- Please note that the server provides the time and date to the client as GMT (Greenwich Mean Time). You must adjust your own time zone and daylight savings time from the System Configuration menu of the PlayStation®2 computer entertainment system. For more information regarding the system configuration menu, please refer to the PlayStation®2 computer entertainment system instruction manual.

Headline Bar

Display
Allows you to automatically hide the Headline Bar when you are viewing PlayOnline services.

Mail Receipt
Allows you to switch the Headline Bar mail indicator on or off.

Message Receipt
Allows you to switch the Headline Bar message indicator on or off.

Friends' Status
Enables or disables alerts to notify you when your friends go online or offline.

Vibration Notice
Allows you to switch the controller vibration function on or off.

Tip Screens

Display Tips
Allows you to switch the tip screen display for each menu on or off.

HDD

Allows you to suspend activity if the HDD is not accessed within the specified time.

Selecting "Navigator" from the main menu opens the PlayOnline Navigator top page. This area allows PlayOnline members to communicate with each other via chat or mail. When you access the PlayOnline Navigator for the first time, use the steps below to reach the top page.

Please refer to the following pages for an explanation about the "Friend List," "Mail," and "Chat" features.

"Friend List" (➡ p. 43)
"Mail" (➡ p. 48)
"Chat" (➡ p. 54)

1. PlayOnline Navigator Tips

When you open the PlayOnline Navigator for the first time, a tip screen will appear. Read it to learn more about how to use the PlayOnline Navigator.

2. Handle Creation

When you exit the tip screen, your handle will be displayed. Your handle is a nickname that is used while you are using PlayOnline. You must create a handle to use PlayOnline. Select "Create New" to create a handle for yourself. (➡ p. 38)

3. Mail/Message Notice

The Mail/Message Notice is used to display mail and messages that you have received. When you select "Navigator" from the main menu, the first thing you will see is the Mail/Message Notice. Select "OK" to display the PlayOnline Navigator top page.

If you do not want to show the "Mail/Message Notice" again, change "Don't show again" from "☐" to "☑"

PLAYONLINE NAVIGATOR TOP PAGE

Once you have finished steps 1 through 3, the PlayOnline Navigator top page will appear, with the following options down the left side of the screen:

Friend List	Move the anchor to the Friend List.
Mail	Display the PlayOnline Mail top page.
Chat	Display the PlayOnline Chat top page.
File Manager	Allows you to view and manage files, such as greeting cards and screenshots. You can also attach these files to mail messages. (➡ p. 52)
Options	Allows you to adjust various settings for the PlayOnline Viewer.
Log Out	Logs you out and displays the PlayOnline log in screen.
Connection	Allows you to switch the connection status (online / offline) of PlayOnline.
Quick Manuals	Display the Quick Manuals.
Main Menu	Display the PlayOnline Viewer main menu.
Back to Game	Return to a game that you are temporarily logged out of.

HANDLES

Your handle is another name that is used while you are on PlayOnline. It is required for communicating with other PlayOnline members.

You can create multiple handles and different profiles (including a different age, gender, and portrait) for each one.
The handle that you are currently using is referred to as your active handle. It will appear to the left of the "active handle information" display in the upper portion of the screen.

- Your handle is your identity on PlayOnline. Please try to avoid creating handles that might offend other members.

CREATING A HANDLE

Creating Your First Handle

You can create multiple handles for a single PlayOnline ID. You can also use different handles depending on the game or chat mode that you are using. You can create your first handle on the handle menu that is displayed the first time you log on to PlayOnline. Select "Create New Handle," enter a new handle into the text-entry window, and select "OK."
A confirmation window will appear. Select "Yes" to register the new handle on the list.

- Creating additional handles can be done on the Friend List. Select "Handle List" from the Friend List command menu. Select "Create New Handle" and enter a new handle. Select "OK" to display a confirmation window, and then select "Yes."
- Once you have finished creating a handle, a window allowing you to confirm the associated profile information will appear. Select "Yes" to open the edit profile screen.

EDITING A PROFILE

You can edit the profiles associated with each handle you create. Personalize your profile with a portrait and introduce yourself to other PlayOnline members by indicating your interests and other information about yourself.

- Your profile is hidden by default. You can choose to make it public and even select which items you want visible.

1. Display a List of Handles
Select "Handle List" from the Friend List command menu to display a list of handles.

- If you are editing the profile for your active handle, selecting "Edit Profile" will open the profile editing window.

2. Open the Edit Profile Window
Select the handle of the profile you wish to edit. A menu will appear. Select "Edit Profile."

3. Edit the Profile
Select "Edit" from the Edit Profile screen menu. The anchor can be moved to each field, allowing you to make changes to the profile.

- You do not have to complete every field. Feel free to enter only the information that you like.

4. Configure Your Profile Privacy Settings
Selecting "Privacy" from the Edit Profile menu opens a Profile Privacy Settings window. Select the public items you wish to make public by checking the ☐ box. Select "OK" to make the change.

CAUTION!

If you do not change the ☐ box next to "Handle Profile" to ☑ (with a checkmark inside the box), your profile information will remain hidden and your handle will not appear in Friend Search results.

5. Confirm Your Profile Privacy Level Settings
Selecting "Preview" from the Edit Profile screen menu will display the profile as it will appear to other PlayOnline members. Once you have confirmed that your information is correct, select "Exit" to return to the Edit Profile screen.

6. Save your Profile Data
If you are satisfied with the content of your public profile, select "Back" from the Edit Profile screen menu. A confirmation window will appear. Select "Yes" to apply changes to the profile.

- You can copy a profile that you have finished creating for a handle to another one. For more information, please refer to the Quick Manuals on the PlayOnline Navigator.

SWITCHING HANDLES

If you have registered multiple handles, you can switch between them. There are two ways to switch your active handle:

Using Active Handle Information to switch your handle:
Select "Switch Handle" from the active handle information to display a list of handles. Select the handle you wish to use. A confirmation window will appear. Select "Yes."

Using the Friend List to switch your handle:
Select "Handle List" from the Friend List command menu to display a list of handles.
Select the handle you wish to use. A confirmation window will appear. Select "Yes."

EDITING A HANDLE

You can edit a handle name itself without altering the other profile content. Select "Handle List" from the Friend List command menu to display a list of handles.

Select the handle you wish to edit. A menu will appear. Select "Rename." A text-entry window will appear. Enter a new handle and select "OK." A confirmation window will appear. Select "Yes."

CONTENT IDS

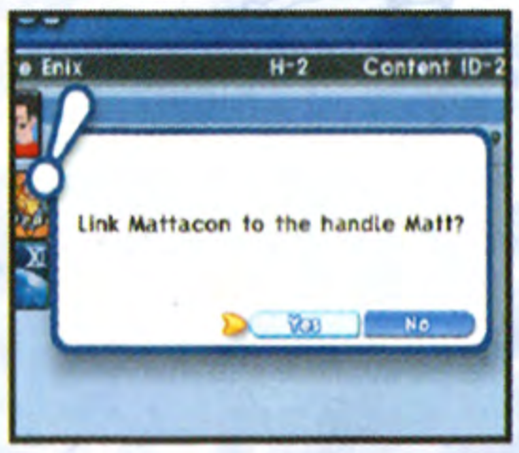
You must obtain a Content ID for each PlayOnline service, except for basic services, that you wish to use. For more information on obtaining Content IDs, please refer to the owner's manual for each PlayOnline service.

Linking a Content ID to a Handle

Content IDs for games can be linked to a handle in order to be used. If your friends have linked Content IDs to their handles and are playing a game, icons will appear beside their handles on your Friend List (➡ p. 43*) to indicate where they are.

1. Select "Handle List" from the Friend List command menu to display a list of handles.

2. Select a handle you wish to link a Content ID to. A menu will appear. Select "Link" to display a list of Content IDs.



3. Select the Content ID that you wish to link. A confirmation window will appear. Select "Yes."
   - You may link up to eight Content IDs per handle.

Unlinking a Content ID from a Handle

You can unlink a Content ID from a handle. Select "Handle List" from the Friend List command menu to display a list of handles. Select the handle you wish to unlink the Content ID from. A menu will appear. Select "Unlink." A list of linked Content IDs will appear. Select the Content ID you wish to unlink and then select "Yes" to unlink it.

CAUTION!

Even if you purchase a new Content ID, you will not be able to use the information from a previously deleted Content ID. If you wish to use the information from a previously deleted Content ID, please follow the reactivation process.

- Reactivating a Content ID

  Select "Service & Support" ➡ "Membership" ➡ "Content ID" ➡ "Reactivate."

Online Status

Shows your current status in the Friend Lists of members who are registered as your friends. Your online status is displayed in the upper right of your Friend List.

The different types of online status are as follows:

Online
Indicates you are online and available.

Busy
Indicates that you are online but occupied and may not be able to respond immediately.

Invisible
Shows your status as "offline" to all users, regardless of your privacy level settings.

Away
Indicates you are away from the computer and may not be able to respond immediately.

Away Message
Allows you to leave a message for your friends when you are unavailable. Only users on your Friend List can read it.

Privacy Level

Allows you to control the degree to which your online status is made public.

There are three privacy level settings. Your current privacy level is displayed to the left of your active handle information.

Privacy Level Settings:

Lv. 1 Local Friends
Makes your online status visible to all mutually registered friends who are currently using the same service as you.

Lv. 2 All Friends
Makes your online status visible to all mutually registered friends.

Lv. 3 PlayOnline
Makes your online status visible to all people who have registered you on their Friend Lists, regardless of whether you have registered them on your own Friend List.

- The default privacy level setting is "Lv. 2 All Friends."

PlayOnline™

Now that you have logged into PlayOnline, you will discover many features which will help you to get the most out of your online experience.

All information is current as of December 2003, but please be aware that it is subject to change without notice.
For more details, please check the "Information" section of the PlayOnline Viewer.

The Friend List allows you to communicate with other users that you have registered as your friends. It is a highly useful tool that allows you to register your own handle and profile. This allows your friends to know when you are logged in, allows you to find friends, send them messages and more.

- You may register up to 200 people on your Friend List.

An Overview of Friend List Features:

Check for Friends

Allows you to check and see if your friends are connected, and if so, what they are doing.

Message

Sends a message to a friend. (➡ p. 46)

Friend Search

Allows you to search for a friend by handle, e-mail address, etc. (➡ p. 45)

VIEWING THE FRIEND LIST

The Friend List lists members by category:

Online Friends

Friends who are currently online

Offline Friends

Friends who are currently offline

Pending

A member to whom you have sent a "Let's be friends!" message, but have not yet received a response from. (➡ p. 46)

Away Message

A friend who has written an Away Message

Ignore List

A list of members whom you have chosen to ignore (➡ p. 47)

The public profiles of Online Friends will appear in the Friend List as well.

- Your Friend List is registered to your PlayOnline ID. Even if you change your handle, your Friend List data will remain intact.

1. Purpose Icon
2. Group Icon
3. Number of Messages
4. Online Status
5. Service Icons

1. Purpose Icon

If a friend sets a public "Purpose" in his handle profile, a corresponding icon will appear beside his handle on your Friend List. The Icon will not appear if he does not set a "Purpose" or chooses to hide it.

Let's talk!

Let's play a game!

E-mail me!

Let's chat!

Let's be friends!

I need advice!

2. Group Icon

Indicates that you have been added to a group list.

3. Number of Messages

Indicates the number of unread messages that you have received from the listed friends.

4. Online Status

Icons corresponding to the online status that your friends have selected for themselves.

Online
Indicates the user is online and available

Away
Indicates the user is away from the computer and may not be able to respond immediately.

Busy
Indicates the user is online but occupied, and may not be able to respond immediately.

5. Service Icons

Indicate the PlayOnline service that an online friend is using.

PlayOnline Viewer

Tetra Master

FINAL FANTASY XI

Chat

- The above are examples of service icons; there are others as well.
- Whenever you select a friend from your Friend List, a menu corresponding to that friend will appear. (For more information, please refer to the Quick Manuals on the PlayOnline Navigator.)
- The information that you have registered is viewable by other members as well. Please keep this in mind when entering information for yourself.

The Friend List commands are as follows.

	To List	Move the anchor to the Friend List.
	Message List	Display the message list.
	Friend Search	Allows you to search for a friend.
	Online Status	Allows you to change your online status indicator. (➡p. 41)
	Options	Allows you to configure various settings for the PlayOnline Viewer. (➡p. 35)
	Edit Profile	Allows you to edit the profile for your active handle. (➡p. 38)
	Privacy Level	Allows you to edit your handle's privacy level. (➡p. 41)
	Handle List	Displays your handle list. (➡p. 38)

ADDING A FRIEND

PlayOnline offers many opportunities to meet new friends. Below are a few ways to add friends to your Friend List:

1. Adding someone you meet in a chat room:

To register another chat participant as a friend, view the person's profile while you are chatting. Then, use his handle or other information to perform a Friend Search (see below). Select "Send Message" from the Friend Search menu to send the person a "Let's be Friends!" message.

- You cannot send messages to individuals who have hidden profiles.

2. Adding someone you meet while using the same PlayOnline service:

You can send a "Let's be friends!" message directly to someone you meet while playing a game or using other online service. For more information, please refer to the owner's manual for that particular service.

FRIEND SEARCH

You can use the "Friend Search" feature to find PlayOnline members that meet specified search conditions. There are two ways to use the Friend Search:

Index Search

Allows you to search based on handle, handle ID, or mail address. The Index Search is most useful for finding specific individuals.

Select "Friend Search" from the Friend List command menu. Enter one or more search conditions and select "Search" to display the search results.

Profile Search

Allows you to search based on the Content ID or the profile that is registered to a handle. The Profile Search is most useful for finding someone in a random group of individuals.

Select "Friend Search" from the Friend List command menu. You can select " ▶ " or " ◀ " to toggle between the Index Search and Profile Search features. Enter one or more search conditions and select "Search" to display the search results.

- Members who have set their privacy level so as to hide their handle profile will not appear in the results of a Friend Search.

MAKING FRIENDS

To register someone as a friend, you must send him a "Let's be friends!" message. If he accepts, he will be added to your Friend List. There are two ways to register someone as a friend:

Searching for Friends

The first method for registering a friend is to conduct a "Friend Search" for someone. To do this, select "Friend List" from the Navigator menu, then select the "Friend Search" icon. You can search by handle, handle ID or e-mail address. Select the name and choose "Send Message" to send a "Let's be friends!" message. If the person accepts, he will be added to your Friend List. If he sends a "Let's be friends!" request in return and you accept, you will be added to his Friend List.

Receiving a Friend Request

The second method for registering a friend is to send a "Let's be friends!" message back to someone who sent you a friend request. If you select "Accept and Add" in response to a request, you will be added to that person's Friend List and send a "Let's be friends!" request in return. If the person accepts he will be added to your Friend List.

EXCHANGING MESSAGES WITH FRIENDS

You can use the message feature to communicate with your friends who are logged in to PlayOnline. You can also read messages that you receive from friends while you're using chat or playing a game.

Normal Messages

Messages exchanged between two friends. The exchange method for normal messages differs depending on whether the sender and receiver are online or offline.

Both Parties Online

Allows exchange of messages normally. You can also converse in real-time using "private chat" (a chat between two people).

Select a friend from your Friend List to whom you would like to send a message. Then, select "Send Message" from the menu.

Enter a subject and the text you would like to send. Then, select "Send" to send the message to your friend.

One Party Offline

You can exchange a one-way messages similar to e-mail. (➡ p. 48)

If you delete a friend from your Friend List, you can not send him messages unless you add him again.

"Let's chat!" Messages

You can create a chat room and invite your friends to join.

Select a friend from the Friend List. Then, select "Send Message." Switch the type of message from "Message" to "Chat" and select "Send."

"Let's be friends!" Messages

Used when you wish to add someone to your Friend List.

If the person accepts the invitation, they will be registered on your Friend List.

IGNORE LIST

You can add a person to your Ignore List to block all contact initiated by that person.

Adding someone to your Ignore List means that you are refusing all communication with that person. It is recommended that you avoid using the Ignore List unless you have a special reason to do so, such as being the victim of harassment or other improper behavior.

- Users will not be notified when they are added to your Ignore List.

You can register up to 200 people on your Friend List. You can register up to 100 people on your Ignore List.

Users on your Ignore List cannot be registered as friends. They must be deleted from your Ignore List before they can be added to your Friend List.

Ignore Message Features

The following features take effect when you add users to your Ignore List:

Ignore Messages
Blocks messages from people on your Ignore List.

Hidden Online Status
If you are on the Friend List of someone who is on your Ignore List, your status will appear as "offline" to that person even when you are online.

Adding Someone to Your Ignore List

There are three ways to add someone to your Ignore List.

Adding the Sender of a Message to Your Ignore List
When you open an unread message, select the "Ignore" command to add the sender to your Ignore List. Select "Yes" when the confirmation window appears.

Switching a Friend to the Ignore List
Select a name from your Friend List, then select "More Details." A menu will appear. Select the "Ignore" command, then select "Yes" when the confirmation window appears.

Adding Someone from a Friend Search to Your Ignore List
Select a name from the Friend Search list. A menu will appear. Select "Ignore List." A confirmation window will appear. Select "Yes." Please refer to "Friend Search." (➡ p. 45)

Deleting a Friend From Your Friend List
Select a name you would like to delete from your Friend List. A menu will appear. Select "Delete." A confirmation window will appear. Select "Yes."

You can also select "More Details" and then "Delete" as well.

PLAYONLINE MAIL

PlayOnline Mail allows you to send e-mail by using PlayOnline. It's an extremely useful tool for communication that allows you to send data such as text or screenshots to friends via the network, and read e-mail that's been sent to you. You can use PlayOnline Mail to exchange e-mail not only with PlayOnline members, but with anyone in the world who has access to the Internet through a computer or cell phone.

- On PlayOnline, e-mail is referred to as "PlayOnline Mail" or simply "mail."

MAIL TOP PAGE

The Mail top page has the following features:

1. Account

Displays the active account. If you have created multiple accounts, you can switch them with this feature.

2. Top Menu

Allows you to navigate throughout the PlayOnline Mail section.

3. Unread Mail List

Displays a list of (unread) mail when you select the "Send/Receive" command.

Using PlayOnline Mail

Selecting "Mail" from the top menu of the PlayOnline Navigator opens the Mail top page. You can use the commands on the left side of the Mail screen to compose and send your own mail, or read mail that you have received. You are assigned a mail account as soon as you join PlayOnline and obtain a PlayOnline ID, so you can enjoy using PlayOnline Mail right away.

COMPOSING AND SENDING MAIL

Composing Mail

Select "Compose Mail" from the Mail top page. A mail composition screen will appear.

Follow the steps below to write and send your mail:

1. First, enter the mail address of the recipient. Select the "To" text-input area and enter the mail address in alphanumeric characters.

2. Enter the subject of the message. Select the "Subject" text-input area and enter a subject for the message. Preferably, you should enter something that lets the recipient know what the message is about.

3. Compose the body of the message. Select the "Body" text-input area and write whatever you would like to say to the recipient.

Sending Mail

Once you have entered the recipient's mail address and a subject and body for the message, select "Send." The message will be automatically delivered to the recipient.

Attaching Files to Mail Messages

You can also send data files such as greeting cards and screenshots along with the body of a message. Select "Attach File" from the mail composition screen. A list of data files will be displayed. Select the file you wish to attach and then "OK." Then, send the message as you would normally.

TIPS & TECHNIQUES

Sending the Same Mail to Multiple Recipients

You can enter multiple addresses into the "To" area by separating them with commas (,) or semicolons (;). You can also enter addresses into the "CC" and "BCC" areas to include other recipients as well. You can also send mail to multiple recipients by using the Groups feature.

COMPOSING MAIL OFFLINE

If you are using a dial-up connection, you may be able to save money on connection fees by going offline before composing mail. Select "Connection" from the top menu of the PlayOnline Navigator to disconnect. Once you have finished composing your message and select "Send," the system will automatically reconnect and send the mail.

You can change your connection settings by selecting "Options."

You may write anything you want in your mail messages, but it's best to avoid writing things that are insulting or hurtful to the recipient or other people.

READING RECEIVED MAIL

Checking for Mail

Confirm in the Active Handle Information Area

When the "Mail Icon" within the active handle information area is displaying a number, it means you have received mail. Select the Mail Icon to open the Mail top page.

Receiving Mail

Mail that you receive is stored on the server. Selecting "Send/Receive" retrieves your mail from the server and displays it in your unread mail list.

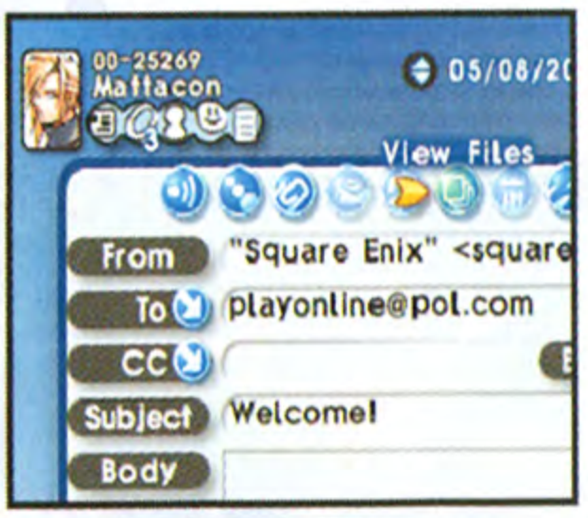
The unread mail list shows the name (or address) of the sender, subject, and date received for each message. Select a mail message from the list to read it.

When you have finished reading a mail message, select "Close" to return to the Mail top page.

Opening Files Attached to Mail

Sometimes, mail that you receive will contain attached files such as images. If the mail has an attachment, the "View Files" command will become available, allowing you to open the file.

Up to five files may be attached to a message.



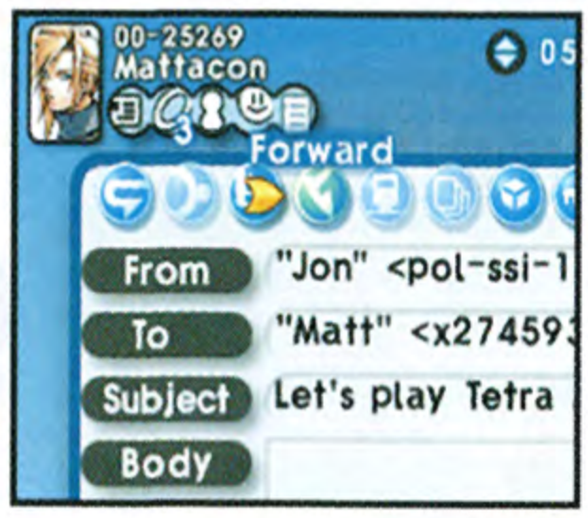
TIPS & TECHNIQUES

Replying to Mail

When you are reading mail, select "Reply" from the mail commands to send a reply to the sender. The sender's address will automatically appear in the "To" area. In addition, the word "Re:" will be added to the subject, and the body of the received message will be quoted in the "Body" area as well. Then, enter whatever additional content you would like into the "Body" area and send the message.

Forwarding Mail

Select "Forward" from the Mail screen to forward the content of a mail message to another person. Enter the address of the recipient in the "To" area, and if necessary, add text to the "Body" area. Then, select "Forward" again to forward the mail to the other person.



MAILBOXES

You can sort and view a list of sent and received mail within your mailboxes.

1. Select "Mailboxes" from the top menu to view your mailboxes.

2. You can sort the display of mail in your mailboxes in the following ways:

IN	**Inbox**	Lists mail that you have received and read.
SENT	**Sent**	Lists mail that you have composed and sent.
OUT	**Outbox**	Lists unsent mail that you have composed.
	Drafts	Lists mail that you are composing and have saved without sending.
	Trash	Allows you to move unwanted mail to the trash can for deletion.
1	**Created Box**	Mailboxes you have created for the purpose of storing and managing mail that you have sent or received.

- You may store up to 100 mail messages in a single box.

3. Mailboxes also contain the following commands that allow you to use PlayOnline Mail even more effectively.

	To List	Move the anchor to the mail being displayed.
	Manage Boxes	Open the mailbox management window.
	Sort	Change the order in which the mail is listed.
	Back	Return to the Mail top page.

THE ADDRESS BOOK

You can organize and manage mail addresses with the address book. It allows you to store frequently used addresses so that you don't have to search for or re-enter them.

Adding Mail Addresses to the Address Book

1. Select "Address Book" from the Mail top page to display the address book window.

2. Select "Add Address" from the address book window. Enter the person's information (such as name and e-mail address).

3. Once you have entered all of the information, select "OK." A confirmation message will appear. Select "Yes" to store the information and return to the address book screen.

NOTE:
You may store up to 500 addresses in the address book, and register up to 50 groups.

Ignoring Unwanted Mail

If you would like to ignore all mail sent from a specific address, select the address in the address book window and place a check in the box next to "Block mail from this person."

You will not receive any mail from an address that has been checked.

TIPS & TECHNIQUES

Automatically Entering Addresses into Mail Messages

When you are composing a mail message, select "Select Address" to open the list of mail addresses that you have stored in your address book. Select a mail address from this list to automatically place it in the "To" area of the mail that you are composing. You can also organize your addresses by creating groups for them. You can use the address book when you are composing a mail message to save the work of entering addresses into the "To," "CC," and "BCC" fields by hand.

Managing Your Mail Accounts

Each PlayOnline ID is assigned a single mail account.

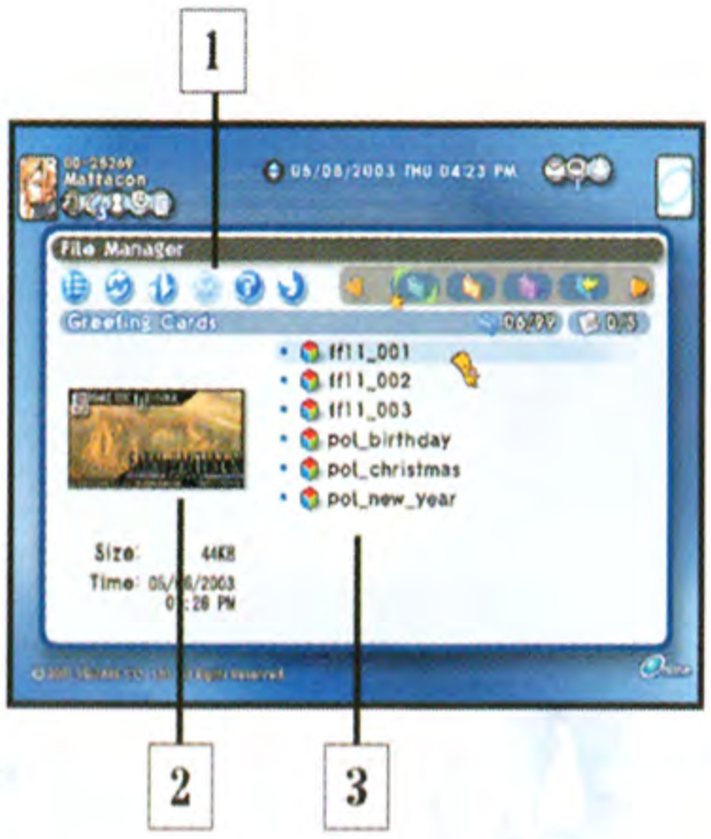
However, if you have a separate account on your home computer for your Internet service provider, you can select "Accounts" on the Mail top page to configure PlayOnline to access it as well. Open the "Accounts" screen, select "Create New Account," and enter the information for the mail account. Up to 8 mail accounts can be set for each PlayOnline ID. However, because one of these slots is reserved for use by the PlayOnline Mail account, you can only set up to 7 additional accounts (in addition to the PlayOnline Mail account).

USING THE FILE MANAGER

The File Manager allows you to organize and view various types of files. You can use it to view screenshots that were taken in games, attach files to mail that you are sending, and store files that were attached to mail messages that you have received.

The following types of files may be viewed using the File Manager:
- Image files with a PNG or JPG extension.
- Text files that are in text-only format.

File Manager Top Page



The top page of the File Manager has the following features:

1. The following commands are available on the top page:

	To List	Move the anchor to the file list.
	Thumbnail/ List Display	Switch the file display method.
	Sort	Change the sorting method for the file display.
	Compose Mail	Create a mail with a file attachment.
	Quick Manuals	Display the Quick Manuals.
	Back	Return to the top page of the PlayOnline Navigator.

2. Shows the list of files.

3. Switches the folder that you are viewing.

TIPS & TECHNIQUES

Organizing Files into Folders by Type

The File Manager allows you to organize files by using different folders. You can use the following types of folders:

	Greeting Cards (green)	A folder for storing the greeting cards that you receive via PlayOnline Mail attachments. You cannot rename the files or delete them.
	Screenshots (orange)	A folder for storing screenshots taken in PlayOnline games. You can e-mail or delete these image files, but you cannot rename them.
	Saved Files (purple)	A folder for storing files that were sent to you as attachments. You can rename and delete the files.
	Content Data (light blue)	A folder for storing game data.
	Miscellaneous (dark blue)	A folder for storing miscellaneous data.

Viewing Files

1. Open the file-viewing screen
Select a file that you wish to view. Then, select "Open File" from the menu.

2. View the file
The file-viewing screen has the following format:

1 File being displayed.

2 Information about the file being displayed.

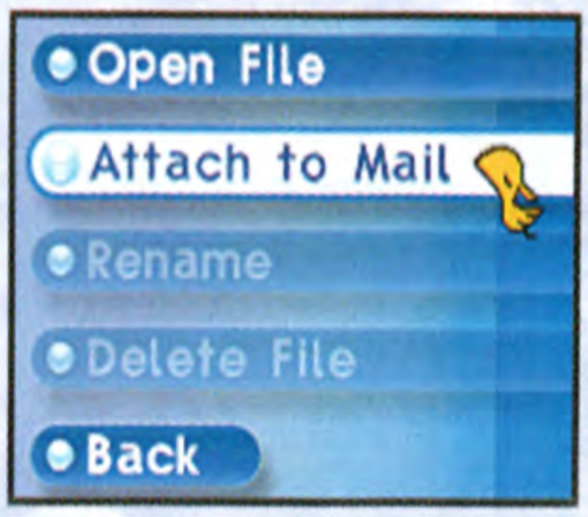
3 The following commands may be selected

Previous File	Display the previously viewed file.
Next File	Display the next file.
Zoom In/Out	Switch between an enlarged and normal view of the file.
Attach to Mail	Attach the file to a mail message.
Compose Mail	Creates a new mail message and inserts the file currently being viewed as an attachment.
Rename	Change the name of the file.
Delete File	Delete the file currently being viewed.
Quick Manuals	Display the Quick Manuals.
Close	Return to the top page of the File Manager.

4 Folder currently being viewed. You can switch the folder you are viewing by selecting the folder you wish to view from the menu.

ATTACHING FILES TO MAIL

You can create a new mail message and attach a desired file by using the File Manager.



1. Attaching Files to Mail

Attaching a File from the File List

Select a file to be attached from the file list. Then, select "Attach to Mail" from the menu. A ★ will appear in front of the file's name.

Attaching a File That You Are Viewing

Select the "Attach to Mail" command from the file-viewing window. A ★ will appear in front of the file's name.

NOTE:
You may attach up to five files to a mail message.

If there is a file attached to a mail, the "Attached File" command will become available when the folder is selected from the file-viewing window. Selecting "Attached File" allows you to view the file that is attached to the mail.

2. Compose the Mail Message

Selecting the "Compose Mail" command from the top page or the file-viewing window allows you to create a new mail with the file attachment.

3. Send the Mail

Enter an address and subject for the mail, and send it. (➡ p. 48)

CHAT

Chat allows you to carry on a text conversation with multiple individuals in real time. You can discuss topics that you enjoy, such as games or sports, with other PlayOnline members. Up to 20 people can participate in each chat room. You can either join a chat room with a theme that appeals to you, or create one yourself and invite your friends to join.

The Chat Top Page

1. Top Menu

To Room List	Move the anchor to the room list.
Update List	Update the room list in the selected zone with the newest information.
Change Zone	Change the zone that you are in.
Create Room	Create a new chat room with any theme that you like.
Room Search	Search for a chat room in a selected zone.
Options	Allows you to configure various settings for the PlayOnline Viewer.
Quick Manuals	Display the Quick Manuals.
Back	Return to the PlayOnline Navigator top page.

2. Room List

Displays all chat rooms that are in a selected zone.

Join a Chat

Before you join a chat, check and see if it has a theme that appeals to you.

1. Select Zone Group

1 Select "Change Zone" from the top menu of Chat to display the list of zone groups.

2 Select a theme in which you would like to participate.

2. Select a Zone

1 Displays a list of zones within the selected zone group. The right side of the list shows the number of chat rooms that are currently in each zone.

2 Select a theme in which you would like to participate.

A list of current chat rooms will be displayed. Select the chat room that you would like to enter.

3. Enter a Chat Name

Enter a desired chat name into the chat name input window and select "OK." You will only be able to use the chat name within the chat room that you have selected. Your chat name does not have to be the same as your handle.

4. Set Up Your Profile

A profile privacy level setting window will be displayed. If you wish to make your profile open to all members who are participating, select "Yes." If you do not want to make your profile public, select "No." If you select "No," you will enter the chat room directly. If you select "Yes," a handle list will be displayed. Select a desired handle. You will be allowed to decide to make your handle profile or your Content ID profile public. Then, you will enter the chat room.

The number of people who can participate in each chat room is pre-set.

If the maximum number of people is already using a chat room, you will not be able to enter.

If the chat room that you selected requires a password, you will be asked for it before you are allowed to enter. Enter the room password (obtained by speaking to the "room master" or another participant) and select "OK."

THE CHAT SCREEN

1. Chat Log
Shows the conversation.

2. Text Window
Allows you to input the text that you would like to say.

3. Members
Displays a list of members currently in the chat room.
Room masters are indicated with a fat chocobo; participants are indicated with a chocobo.

The following commands are available during chat:

Send	Send the text you have entered into the text window. Sent text will appear in the chat log.
Emoticon	Allows you to select an "emoticon" (an icon that expresses emotion). The selected emoticon will appear along with your text.
Text Color	Allows you to select the color of your text. Sent text will appear in the chat log in the color that you selected.
Member List	Move the anchor to the list of participating members.
Away	Set your chat status to "Away."
Chat Log	Move the anchor to the chat log.
Report User	If you are the victim of harassment during a chat, select this command to send a report to PlayOnline.
Room Settings	Allows you to adjust settings for a chat room, such as maximum number of participants and passwords. This command can only be used by room masters.
Options	Allows you to set various options for the PlayOnline Viewer.
Exit	Exit a chat room and return to the Chat top page.

Reporting Harassment

If you encounter harassing or inappropriate behavior from another participant while you are using chat, you can send an immediate report to PlayOnline with the "Protecting Yourself From Harassment" menu. Select "Report User" to display the "Protecting Yourself From Harassment" menu.

CREATING A CHAT ROOM

You don't have to join an existing chat room – you can create an all-new one with any theme you like and chat with like-minded participants. If you set up a chat room yourself, you will have to act as the room master.

NOTE: ABOUT ROOM MASTERS

If you create a chat room, you will be specified as the "room master." Room masters should try to guide the conversation in their rooms, and ensure that individuals are not subjected to harassing or insulting behavior. Room masters have powers that normal participants do not, such as the ability to "kick out" individuals who are acting inappropriately.

Room masters are indicated in the member list with a "fat chocobo" icon.

1. Select "Create Room" from the top Chat menu and configure each setting.
2. Once you have finished setting up the chat room, select the "Create" button at the lower right of the screen. A confirmation window will appear. Select "Yes."

The chat room settings are as follows:

Room Name Enter a name for the chat room.
Zone Select a zone in which to create the chat room from the list.
Occupancy Set the maximum number of participants for the room.
Set Password You can control access to your chat room by setting a password. To enable a password, select "On" and enter a desired password.
Members Select a recommended experience level for potential participants.
Purpose Select a recommended purpose for chat.
Language Set predominant language to be used in chat.

3. Enter a desired chat name on the chat name entry screen and select "OK." When you have finished entering a chat name, you will be asked if you want to show your profile data. If you wish to make your profile public, select "Yes" and set your profile. If you do not wish to show your profile, select "No." You have now created a chat room. Sit back and wait for people to come in! You can invite friends to your new chat room by sending "Let's Chat!" messages to them. (➡ p. 46)

ROOM MASTER COMMANDS

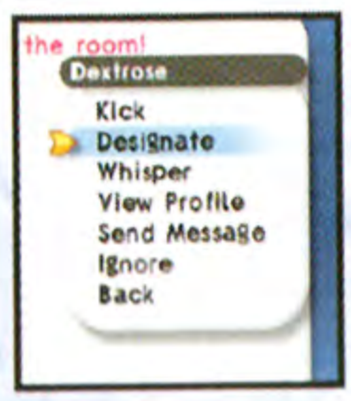
Kick

Room masters can kick out participants who are creating problems in their chat room. Select the member you would like to kick out from the member list. Select "Kick." A confirmation window will appear. Select "Yes."

Designate

You can cede your room master authority to another member. Select the member that you wish to authorize as a master from the member list. Select "Designate," then "Yes."

If you are a room master and wish to leave your chat room, you may designate the next room master or exit and one will be chosen automatically.



SEARCHING FOR A CHAT ROOM

If there are many chat rooms in the zone you selected, it can be difficult to find a desired room from the room list. You can refine your search with the room search feature to find a desired chat room more effectively. Select "Room Search" from the top menu to open the room search window.

The room search window allows you to search with the following parameters:

Room Name If you know it, enter the name of the chat room that you are searching for.
Max. No. Set the maximum number of participants in the chat room that you are searching for.
Min. No. Set the minimum number of participants in the chat room that you are searching for.
Members Set the recommended experience level for the chat room that you are searching for.
Purpose Set the recommended purpose for the chat room that you are searching for.
Language Set the predominant language for the chat room that you are searching for.

You do not have to set every parameter, but setting more of them will allow you to refine your search. After you have set the parameters, select the "Search" button in the bottom center of the room search window to begin the search. You can enter a chat room that appears in the search results by selecting it.

GAMES

Selecting "Games" allows you to enjoy the games that PlayOnline has to offer. Choose whichever game you like from the top menu.

FINAL FANTASY®XI

FINAL FANTASY XI is your key to an unlimited world of online adventure.

This highly anticipated title is the first online game in the FINAL FANTASY series. Set forth into the virtual world known as "Vana'diel." You'll get the chance to meet and play alongside other people who are accessing the game from all over the world. It's an adventure unlike any other you've experienced before. Get ready to join the ranks of those who are living, adventuring, and making history in the amazing online world of Vana'diel.

- For more information about this game, please refer to the FINAL FANTASY XI owner's manual. (➡ p. 76)
  There is a monthly charge of US $12.95 to play FINAL FANTASY XI. You may purchase up to 16 Content IDs for the game. You will be charged a monthly fee of US $1.00 for every Content ID beyond your first.

Tetra Master®

Tetra Master, which first debuted as a mini-game in FINAL FANTASY IX, can now be played online! In FINAL FANTASY IX, Tetra Master was played among residents and characters of the game, but now you can play against anyone in the world, as long as they are connected to PlayOnline. You can also trade or auction your cards, chat with fellow players, or see how you rate by checking the weekly rankings.

- For instructions on how to play, please refer to the Tetra Master owner's manual. (➡ p. 66)
  There is a monthly charge of US $1.00 to play Tetra Master. You are only allowed to purchase one Content ID for the game.

Free Trial Period

Each fee-based service comes with a 30-day free trial period. For services that allow you to purchase multiple Content IDs (such as FINAL FANTASY XI), the free trial period begins on the date you purchased the first Content ID. During the free trial period, all additional Content IDs you purchase will be free of charge as well. The usage fee is subject to periodic change.

Free Services

You can enjoy basic services at no charge. Basic services include chat, mail, use of the Friend List, and entertainment (such as the Extras section, below).

EXTRAS

Allows you to peruse information on a wide variety of topics and genres.

- The following is a partial list of services as of December 2003. You may be able to access other kinds of information as well.

Information

Allows you to view a variety of topics, including news about server maintenance, updates, and PlayOnline services.

The Vana'diel Tribune

The official newspaper of Vana'diel.

Wallpaper Download

Allows you to download various wallpapers.

Greeting Card Download

Allows you to download various greeting cards to send to your friends.

OPTIONS

Whenever you want to adjust the settings of PlayOnline, such as changing the wallpaper or background music, all you have to do is select "Options."

THE OPTIONS SCREEN

Selecting "Options" from the main menu opens the Options screen. Select an item and adjust the settings as you like.

If you do not see the setting item that you are looking for, you can use the scroll bar on the right side of the option window to scroll the display. Simply place the pointer over the up or down arrows on the scroll bar and press the confirm button to scroll through the list of setting options.

Global

Allows you to configure global settings for enjoying PlayOnline.

Keyboard

Allows you to adjust text input options.

Viewer

Allows you to adjust various settings for the PlayOnline Viewer display, including the wallpaper and BGM, and mail screen display settings.

Navigator

Allows you to adjust various settings for the PlayOnline Navigator, including those for mail and messages.

Friend List

Allows you adjust various settings for your Friend List, including sorting and deleting entries.

Mail

Allows you to adjust various settings for mail, such as automatically adding the addresses from mail you receive to your address book.

Chat

Allows you to adjust the settings for the chat feature.

Quick Menu

Allows you to adjust the settings for viewing content, including the automatic bookmarking feature.

Default

Returns all option settings to their default values.

- Besides the main menu, the Options menu can be accessed from the following areas as well:
  main menu the top menus of the PlayOnline Navigator, Mail, and Chat Friend List

Service & Support allows PlayOnline members to view important information about using games and other services on PlayOnline, including news and a Q&A database. It also allows you to view or change your member information and contact the PlayOnline Information Center.

The Service & Support menu is structured as follows:

Guide

A guide to using various PlayOnline services, including managing your account, usage fees and payment methods, and more.

Information

Allows you to view news about PlayOnline services.

Rules & Policies

Allows you to view the license agreement and rules of conduct.

- This allows you to view the latest version of the license agreement. Please be aware that the license agreement contained in this owner's manual is subject to change.

Membership

Allows you to view or make changes to your PlayOnline ID, mail account, check usage fees, and more.

- Fees: Allows you to view the details about changes you have incurred.
- Payment Method: Allows you to view and change the payment method that you are using.
- Member Information: Allows you to view and change your registered address, phone number, or e-mail address.
- PlayOnline ID: Allows you to change your PlayOnline password.
- Mail Account: Allows you to change your mail address or mail password.
- Content ID: Allows you to review the status of your Content IDs, as well as cancel or reactivate a Content ID.

Connect to PlayOnline

View system requirements and compatible peripherals for PlayOnline.

Q&A

Allows you to search for frequently asked questions and answers about PlayOnline and other services.

Support

Contains a guide to asking questions about PlayOnline services, and a mail form that can be used to contact the PlayOnline Information Center. (➡ p. 65)

SAVING DATA

The data that you use or configure on PlayOnline is saved either on the server or on your HDD.
The different types of data are as follows.

Data Stored on the Server

Information such as your profile and Friend List (including your privacy level settings and handles), and a portion of game data.

In the case of FINAL FANTASY XI, this data includes:

- Character data (level, appearance and items)
- Quest and Mission lists (current and completed)
- Your Friend List

CAUTION!
If you cancel your PlayOnline account, your data will remain on the server for three months. Once this time period has elapsed, you will not be able to reactivate the account.

Data Stored on Your HDD:

- Information required for logging in to PlayOnline (PlayOnline ID, Password, Member Information, etc.)
- Your mail address book
- Received mail, and information pertaining to your mail account (such as your mail password)
  (A PlayOnline mail account is automatically created and assigned for every user.)
- Data stored in folders in the File Manager
- Messages that you have received via your Friend List
- Option settings
- A portion of game settings

In the case of FINAL FANTASY XI, the following data is stored on your HDD:

- Macro settings
- A portion of "Config" settings
- Map markers
- Information about sorted lists
- Screenshots

NOTE:
Data is not stored on the memory card (8MB) (for PlayStation®2).

CAUTION!
Your HDD contains important information for connecting to PlayOnline (such as your PlayOnline ID, password, connection settings, and more.) If a third party uses your HDD without permission, they may be able to use your PlayOnline ID and password to connect to PlayOnline. If this occurs, you may be charged for services that you did not plan to use. Take care who uses your HDD.

The same is true for situations where you lend or sell your HDD to a third party. If the person then connects to PlayOnline, your account will be charged. If you lend or sell your HDD to someone, make sure to delete your PlayOnline ID and password first.

- Please be aware that all PlayOnline data stored on your HDD will be deleted if you uninstall the software.

REGISTRATION AND CONNECTION ISSUES

The Registration Process

Q: Can a child (minor) join PlayOnline?

A: A minor, over the age of 13, must first obtain the consent of a parent or guardian to join. The parent or guardian must read and agree to the PlayOnline Member Agreement before the minor is allowed to join.

Internet Service Providers

Q: Do I have to subscribe to an ISP before I can connect to PlayOnline?

A: You must have a subscription to an ISP before you can connect to PlayOnline.

Q: I switched ISPs. How do I set up my new connection settings?

A: You can configure new settings by choosing "New Connection" from the "Network Settings" selection on the login screen.

Connecting to PlayOnline

Q: When I tried logging in on the login screen, it told me my PlayOnline ID or password was incorrect.

A: Please ensure that you entered them correctly. Many characters look similar on-screen. For example, 0 (zero) and o or O (lowercase and uppercase letter O); 1 (one) and I (uppercase letter I) or l (lowercase letter L); 2 (two) and z or Z (lowercase or uppercase letter Z); 6 (six) and b (lowercase letter B); 9 (nine) and q (lowercase letter Q) or g (lowercase letter G). If you have entered your information correctly, please contact the PlayOnline Information Center. (➡ p. 65)

Error Messages

Q: I received an error message during the connection configuration step of the PlayOnline Viewer installation process.

A: If you encounter an error message, follow the instructions on screen to resolve it. If you are still unable to resolve the problem, contact the PlayOnline Information Center. (➡ p. 65)

Registered Information

Registration of Name, Address, Telephone Number and Other Information

Q: How can I update my member information?

A: You can update your member information on the "Service & Support" page.

Q: Is there any way to view the account information that I have registered?

A: Yes, on the "Service & Support" page. From the top page, select "Membership," then "Member Information," and then "Review."

PlayOnline IDs

Q: What is a PlayOnline ID?

A: It is an identification number that is assigned to you when you join the PlayOnline service.

Q: Why is it necessary to have a PlayOnline ID?

A: A PlayOnline ID is required to use all PlayOnline services. You use your PlayOnline ID and password to log in and begin using PlayOnline. A single PlayOnline ID is assigned to each customer, and it cannot be changed. Please take care to keep your PlayOnline ID and password secret from other people.

Q: Can I change the name assigned to my PlayOnline ID, or transfer it to another person?

A: You cannot transfer your PlayOnline ID to another person.

Q: Can I change my PlayOnline ID?

A: Once assigned, a PlayOnline ID cannot be changed.

Q: How do I change the password associated with my PlayOnline ID?

A: Use the "Service & Support" page. On the Service & Support top page, select "Membership," then "PlayOnline ID," and then "Change Password."

Controls

Q: Can I use PlayOnline with just an an analog controller?
A: Yes, you can play with only an analog controller. But using an analog controller together with a USB keyboard, or together with a USB keyboard and USB mouse, makes performing operations such as entering text easier.

Q: Is there any way to enter text quickly using the software keyboard?
A: Take some time to become accustomed to the position of the software keyboard on your screen.

Handles

Q: How many handles can I have?
A: You may register up to 64 handles.

Q: What is a Content ID?
A: A Content ID is an account that is required to use PlayOnline services, including games. You must purchase each Content ID that you wish to use.

Q: How many Content IDs can I have?
A: The number of Content IDs depends on the game. Tetra Master allows only one. FINAL FANTASY XI allows 16 Content IDs.

Q: I can't register a Content ID under my handle.
A: You can only register 8 Content IDs per handle. If you are having trouble registering a Content ID, try to either create a new handle, or delete one of the Content IDs from your current handle. When you select a handle from the handle list, a list of Content IDs linked to that handle will be displayed. Select a Content ID to delete it.

Friend List

Q: I tried to add a friend to my Friend List, but received a message that "additional members cannot be added."
A: You can add up to 200 friends to your Friend List. If you want to register a new friend after that point, you will have to delete someone from the list. Select the friend to be deleted from your Friend List, then "Delete."

Q: Can I send a message to anyone?
A: Messages are different from mail in that they can only be sent and received by members of PlayOnline. Furthermore, you cannot send a "Let's be friends!" message to a person who is already registered as a friend on your Friend List.

Q: Can I read messages that I have sent previously?
A: Select the "Message List" command on the Friend List. If you wish to view messages sent to each friend, select the friend from the Friend List, then "More Details," then "Message History." However, please be aware that once a certain number of messages have been reached, older messages will be deleted when new messages are saved.

Q: Can I send the same message to multiple recipients?
A: You can use the Group feature to send the same message to multiple recipients.

Q: Out of the blue, I received a message from a total stranger.
A: You either appeared in the results of a friend search, or you were messaged by someone using the same service that you were. If you do not wish to converse with the person, there is no need to reply. If you do not wish to be contacted by the person again, you can add him to your Ignore List. (➡ p. 47)

Q: Whenever I send a message, it is sent from a different handle than I expected.
A: If you have multiple handles, make sure to use the active handle name information to confirm which of your handles is currently active. If you are using another handle, select the handle you wish to use from the list and choose "Change." If you are currently using services such as FINAL FANTASY XI, you may be sending messages under your character name rather than your handle name.

PLAYONLINE MAIL

Composing and Sending Mail

Q: Can I exchange e-mail with people other than PlayOnline members?
A: As long as they have an e-mail account on their computer or cell phone, you can exchange e-mail with anyone in the world.

Q: Can I send the same mail to multiple recipients?
A: When you enter a mail address into the "To" area, you can use the "," (comma) or ";" (semicolon) marks to separate mail addresses for sending the same mail to multiple recipients. You can also enter addresses into the "CC" or "BCC" areas as well.

Q: What is the "CC" area in the mail composition window?
A: "CC" means "carbon copy," and it is a feature that allows you to send the same mail message to multiple mail addresses. The address listed in the "To" area indicates the direct recipient of the message; use the "CC" area for the addresses of people who need to receive a copy of the mail as a reference. Furthermore, you can use the "," (comma) or ";" (semicolon) marks to separate mail addresses in the CC area for sending the same mail to multiple recipients.

Q: What is the "BCC" area in the mail composition window?
A: "BCC" means "blind carbon copy," and it is a feature similar to "CC" that allows you to send the same mail message to multiple mail addresses. However, addresses entered into the BCC area will not be visible by the people listed in the "To" and "CC" areas. Since this allows you to send messages while hiding the address, you can send a copy to the address listed in the "BCC" area without the people in the "To" and "CC" areas knowing about it. Furthermore, you can use the "," (comma) or ";" (semicolon) marks to separate mail addresses in the BCC area for sending the same mail to multiple recipients.

Q: Can I save mail that I'm in the process of writing?
A: If you choose "Cancel" while you are composing a mail, you will be asked if you want to "Save current message?" Select "Yes" to save a copy in your mailbox. You can then select the mail from the "Saved" box to continue composing.

Reading Mail

Q: I received a message that I had new mail, but I didn't see anything in my mail list.
A: Mail that you receive is stored on the server. You must select "Send/Receive" from the Mail top page to retrieve it from the server and have it appear in your mail list.

Q: There is a file attached to a mail that I received, but I can't open it.
A: It may be in a format that is incompatible with PlayOnline. Currently, the PlayOnline system only allows you to view files that have JPG, PNG, or EML extensions, or files that are saved in text-only format.

Q: How do I read mail that I have previously received?
A: Messages that you have received will appear in your "Inbox." Select a mail message from the "Inbox" to read it.

The Address Book

Q: I can't add a new address to my address book.
A: You can add up to 500 mail addresses to your address book. If you wish to add more addresses after that point, you need to make room by erasing addresses that you are not using.

PlayOnline Chat

Q: I don't see any chat rooms.
A: There may not be any chat rooms in the zone you are currently in. Try moving to a different zone.

Q: What are zones?
A: Zones are areas that contain a variety of chat rooms that are organized by theme (such as games or music). You can search each zone for chat rooms that correspond to your personal interests. (➡ p. 54)

Q: There are so many chat rooms that I can't find the one I'm looking for.
A: Use the room search feature to search for a chat room by name or category. You can select this feature by choosing "Room Search" from the Chat top page.

Q: I can't join a chat room.
A: Each chat room is limited to a maximum number of participants. Once that number is reached, no new participants may enter.

Q: I tried to enter a chat room, but it asked me for a password.
A: Room masters have the authority to use passwords to limit access to chat rooms. If you encounter a room that is password-protected, try contacting the room master through mail or message for more information.

Q: I entered a password, but I was told that it was incorrect.
A: Please confirm that you entered the password correctly. Many characters look similar on-screen. For example, 0 (zero) and o or O (lowercase and uppercase letter O); 1 (one) and I (uppercase letter I) or l (lowercase letter L); 2 (two) and z or Z (lowercase or uppercase letter Z); 6 (six) and b (lowercase letter B); 9 (nine) and q (lowercase Q) or g (lowercase G).

Q: What is a chat name?
A: A chat name is the name that you use when you enter a specific chat room. The name will be discarded as soon as you leave the chat room. When you enter a chat room, a chat name creation window will appear. The chat name that you set will be used as your active handle when you are in a chat room.

Q: Can I make my own chat room?
A: Yes. Use "Create Room" to create a chat room with any theme that you like. Make sure to select the appropriate zone. The "Create Room" feature is accessed by selecting "Create Room" from the Chat top menu.

Q: Can I chat with just a specific person?
A: Yes. When you create a chat room, you can restrict the chat to specific individuals by limiting the maximum number of participants and setting a password. Once you have set the password, you can chat with specific people by sharing the password with them.

Q: What is the maximum number of people who can participate in a chat room?
A: The maximum number of participants is 20. The creator of the chat room can set the number of people to participate when the room is created.

Quick Menu

Q: I can't select the Quick Menu icon.
A: The Quick Menu can only be used in certain areas of the PlayOnline Viewer. At other times, you should use the menus that appear on the screen you are using.

Q: What are bookmarks?
A: They are used the same way as bookmarks in a web browser. You can use them to mark pages that you find interesting. However, you cannot use the bookmark feature for fee-based services such as games.

If you encounter a problem that you cannot resolve even after consulting the "Q&A" or "Service & Support" pages on PlayOnline, please contact the PlayOnline Information Center directly. Please be aware that the PlayOnline Information Center may not be able to answer questions about specific game content.

Contact Information

Please call by phone or use the PlayOnline Mail form to contact the PlayOnline Information Center.

Contact by Phone

The PlayOnline Information Center phone number is (858) 790-7529 (PLAY). Phone support is available Monday through Friday, 9:00 am to 6:00 pm Pacific time.

Phone support contact information is available in the PlayOnline Viewer's Service & Support section and on the PlayOnline.com website at http://www.playonline.com.

Please have the following information ready when you contact the PlayOnline Information Center:

1. Error message, type of error, or error number displayed on the screen
2. Type of modem
3. Connection method
4. PlayOnline ID (if you have completed registration)
5. Your specific connection settings

Contact by E-mail

You can contact the PlayOnline Information Center using the mail form on PlayOnline. The mail form can be found in the following location. Fill in all the necessary information and send it in.

1. Select "Support" from the top menu of "Service & Support." Then, select "E-mail Support."
2. Select a subject from the following categories: "Contract," "Technical Matters," "Other Inquiries," or "Opinions & Requests."
3. Open the mail form, fill in the information as necessary, and send it.

Other Contact Methods

Please feel free to follow the instructions for contacting us as listed on the PlayOnline.com website at: http://www.playonline.com

PlayOnline™

Tetra Master®

From FINAL FANTASY IX
ファイナルファンタジーIX

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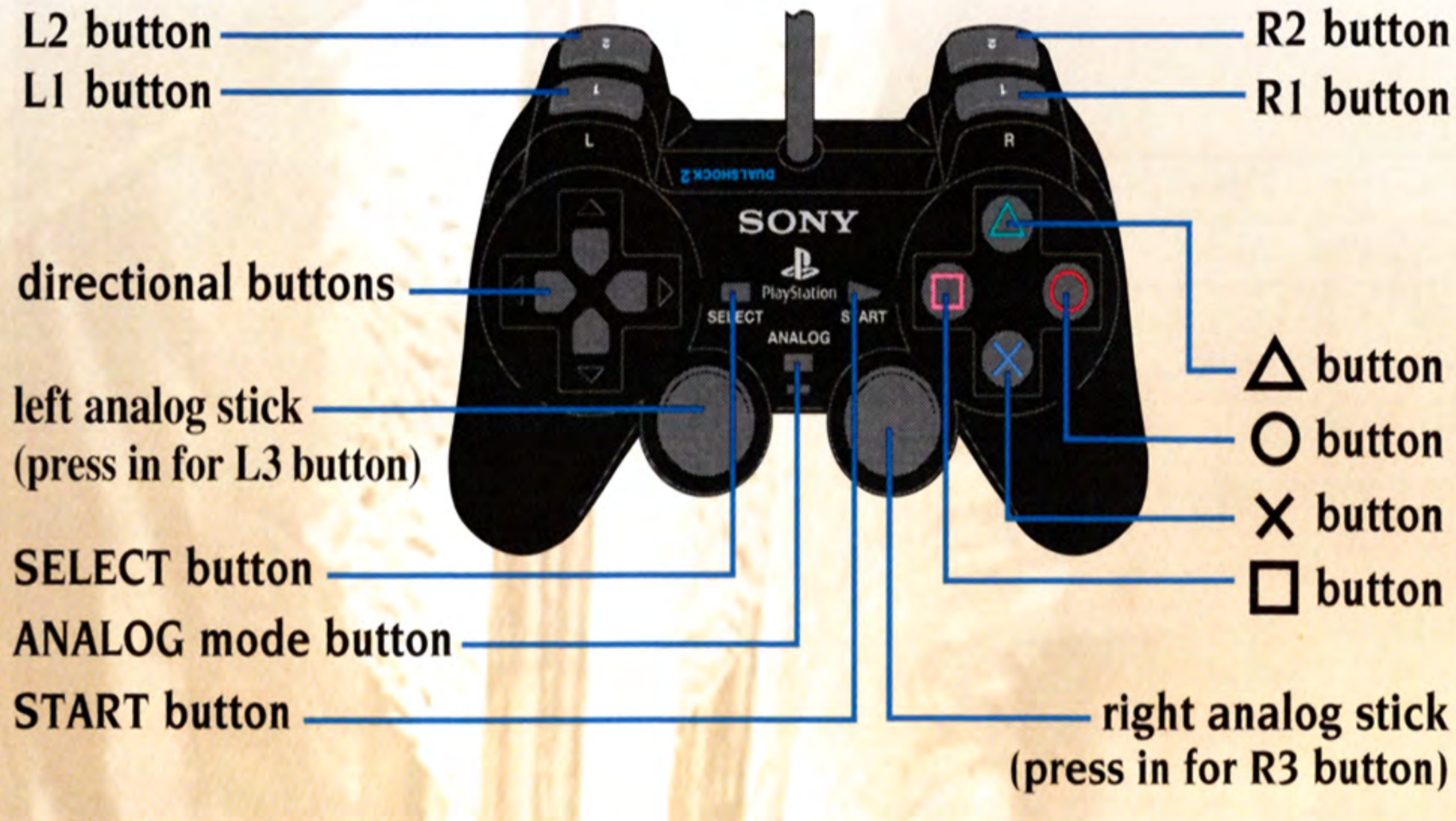
Tetra Master, which first debuted as a mini-game in FINAL FANTASY IX, can now be played online!

In FINAL FANTASY IX, Tetra Master was played among residents and characters of the game, but now you can play against anyone in the world, as long as they are connected to PlayOnline. You can also trade or auction your cards, and see how you rate against other players by checking the rankings.

DUALSHOCK®2 ANALOG CONTROLLER



left analog stick	Move pointer
right analog stick	Scroll screen (when screen is enlarged)
directional buttons	Move anchor/Adjust numerical values up or down
⊗ button	Confirm
○ button	Cancel
△ button	Display Friend List
□ button	Display card info in auction screen
L1 button	Switch page/list
R1 button	Switch page/list
L2 button	Not used
R2 button	Not used
L3 button	Confirm
R3 button	Not used

- When you are playing Tetra Master, your controller will always function in analog mode (the mode indicator will be red). You can also set your vibration function On/Off in the Options menu.
- For best results, please use only a DUALSHOCK®2 analog controller.
- Only controller port 1 is supported.

USB KEYBOARD

[↑], [↓], [←], [→]	Move anchor / Adjust numerical values up or down
[Enter]	Confirm
[Tab]	Move anchor
[F1]	Display chat
[F2]	Return to PlayOnline main menu
[F3]	Display Friend List

USB MOUSE

Move mouse	Move pointer
Left mouse button	Confirm
Right mouse button	Display card info in auction screen
Scroll wheel	Move scroll bar up/down

BEFORE YOU START

The Tetra Master top page lists the following options:

Play	Go to the Tetra Master title screen. You must purchase a Content ID to play.
Information	Look up Tetra Master information regarding server status and updates.
Rules & Policies	View the Tetra Master User Agreement and rules of conduct.
Q&A	Look up answers to various questions at the Q&A page.
Content ID	Purchase or cancel a Content ID. Please refer to "Purchase Content ID" or "Cancel Content ID" for more information.
Back	Go back to the Games top page.

You must first purchase a Content ID in order to play Tetra Master.
Go to the Tetra Master top page and select "Content ID."

PURCHASING A CONTENT ID

From the Tetra Master top page, select "Content ID" and then "Purchase ID." Follow the procedure outlined below. Please note that you can only purchase one Tetra Master Content ID per PlayOnline ID.

Content ID
About Content ID
Purchase ID
Cancel ID
Review ID
Reactivate ID
"Content ID" explains how to purchase and cancel Content IDs. Please read this section thoroughly before proceeding.
Please read this before playing Tetra Master.

- Please note that you will need your PlayOnline ID, PlayOnline password, and Tetra Master registration code at this time.

1. Enter your PlayOnline ID and PlayOnline password, then select "Log In."
2. Enter the Tetra Master registration code shown on the last page of this owner's manual.

CAUTION! ABOUT YOUR REGISTRATION CODE

The registration code cannot be reused or replaced. Only one person can use the registration code to purchase a Content ID.

3. Please read through the Tetra Master User Agreement before you make your purchase. Select "Accept" to continue with the procedure, or "Decline" to cancel. You cannot play Tetra Master if you decline.
4. After you confirm your Content ID information, select "Exit." You will be returned to the Tetra Master top page, where you can start playing Tetra Master.

CANCELLING A CONTENT ID

You can cancel your Content ID at any time (for instance, when you want to change your player name). Go to "Content ID" in the Tetra Master top page, select "Cancel ID," and then follow the cancellation procedure on screen.

- Please note that you will need your PlayOnline ID and PlayOnline password at this time.

1. Enter your PlayOnline ID and PlayOnline password, then select "Log In."
2. Cancel your Content ID by selecting the ID you want to cancel, and then select "Cancel." Confirm your cancellation information and proceed with the cancellation procedure.

NOTE:

If you cancel a Content ID, it will remain available for use until the end of that month. It will become inactive on the first day of the following month.

CAUTION!

Once a Content ID is cancelled and no longer available for use, it is considered inactive. Your player data and card collection are retained for three months after the Content ID becomes inactive. After this period, all data is deleted and cannot be restored.

CAUTION!

You cannot restore previous data if you purchase a new Content ID, so please be sure to reactivate.

Reactivating a Content ID

You can reactivate your Content ID within three months of the date it becomes inactive by selecting:

Tetra Master top page ➡ "Content ID" ➡ "Reactivate ID"

LET'S PLAY!

After you purchase a Content ID, you are ready to play Tetra Master. If you are playing for the very first time, you must first choose a player name, join a guild, and link your handle. (➡ p. 40)

1. Select "Play" from the top page to display the "Obtain Player Name" screen. Enter a desired name in alphanumeric characters. Please note that if you wish to change your player name, you must cancel your current Content ID and repurchase it.

- You cannot use a player name that is already taken.

2. Join a guild. The cards you obtain from the card shop or winning against the computer will vary depending on which guild you join. Please note that if you wish to change guilds, you must cancel your current Content ID and repurchase it.

Choose a guild, kupo! You can get different cards at the card shop or from the computer depending on which guild you join, kupo!
Warriors Guild
Voyagers Guild
Summoners Guild
This guild was founded by Steiner, captain of the Pluto Knights, kupo. If you join, you'll receive a strong weapon card, kupo!
Join the Warriors Guild

3. Link your handle.

- If you have already linked a handle to different services, a handle selection screen will be displayed. You can link any of those handles from here.
- If you want to link a new handle or cannot find a handle you wish to link, a handle name entry screen will be displayed. You can link a new handle automatically by entering it here.
- The next time you play, the last handle you linked will be your active handle. (It is still possible to change handles.)

Mattacon
Mattacon
Handle Matt
Card Level 2845
Tetra Master player name is already linked to handle Matt. Start game?
Skip this process from now on
Yes
No
Link your player name to a handle and start game

You will proceed to the Tetra Mater title screen after linking your handle.

TETRA MASTER TITLE SCREEN

The headers explained below can be found on the Tetra Master title screen:

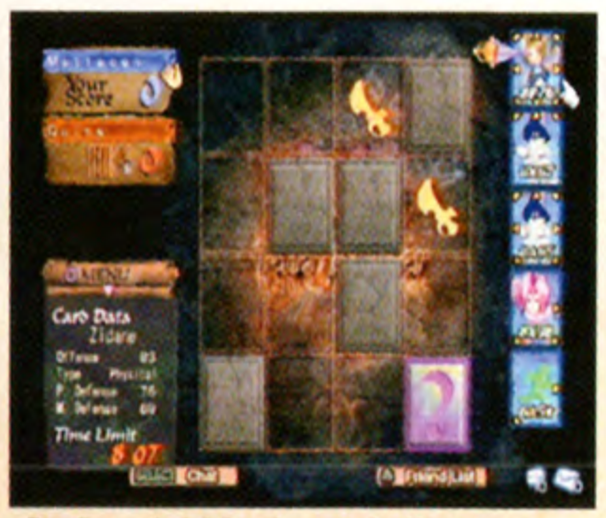
1	**Play**	Play against other players connected to PlayOnline, chat, or trade cards. You can also play against COM (computer) characters.
2	**Card Shop**	Buy and sell cards at the card shop.
3	**Auction**	Participate in a card auction with other players.
4	**Player Data**	View your status and cards. You can also create your deck from here.
5	**Rankings**	View the rankings and see how you fare against other players. You can also obtain prize points and exchange them for rare cards at the Prize Center.
6	**Options**	Set various game options.
7	**Back**	Go back to the Tetra Master top page.

TETRA MASTER BASICS

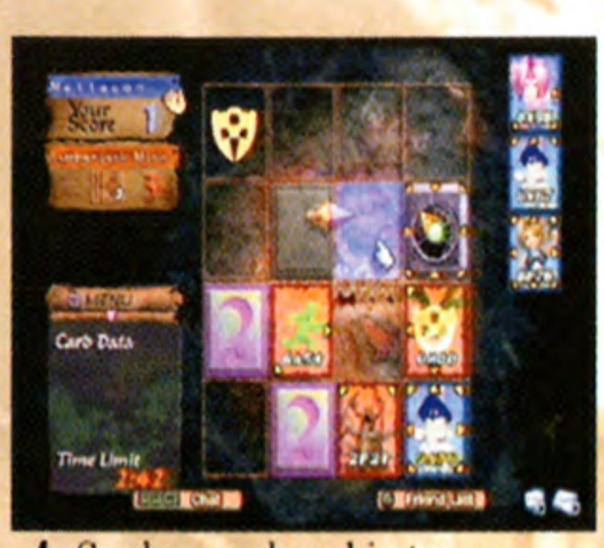
Tetra Master is a two to three-player game, where you place cards in turn on a "Playing Field" to battle over your opponents' cards. The basic rules of Tetra Master are explained here:

1. Select five cards for your hand.

2. The roulette wheel determines the order in which players place their cards.



3. Special blocks and tiles are placed automatically on the field at random.



4. Cards are placed in turn on the field.

5. The game ends when all cards are placed.

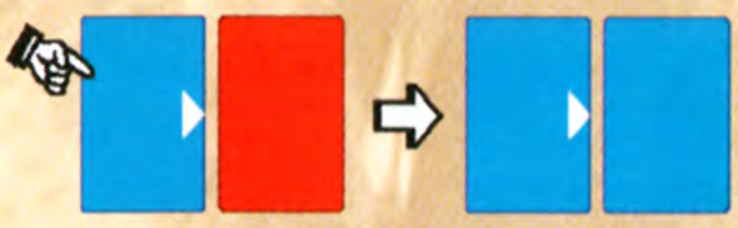
6. The outcome is determined by the number of cards each player has on the field.

Cards

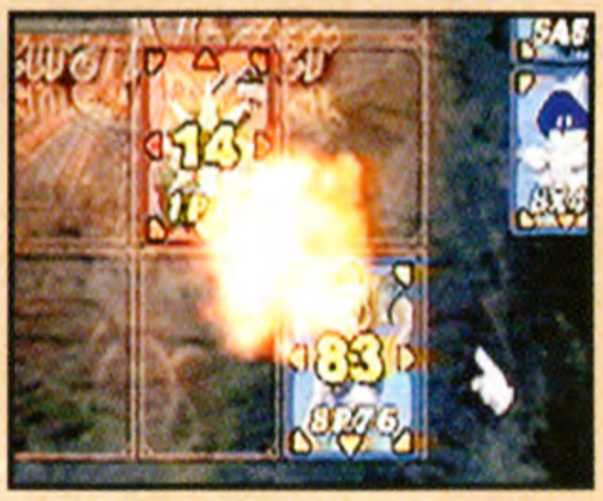
Each card can have up to eight arrows, with three numbers and one letter.
The arrows indicate the direction in which a card battle can take place, and the numbers and letter indicate the card's ability values.

ARROWS

1. You can flip over an opponent's card (turning it to your color) if the arrow on your card is placed adjacent to a non-arrow side or corner of your opponent's card.



NOTE:
In the diagrams below, the blue cards are yours, and the red cards are your opponent's. The hand icon indicates which card has just been placed on the field.



2. When placing your card on the playing field, a "card battle" will ensue if an arrow on your card faces an arrow on your opponent's. The card with the higher ability value will have the advantage, and the losing card will be changed to the color of the winning card.

3. If you win the card battle, all the losing opponent's cards adjacent to the arrows of the losing card will be flipped over. This is called a "Combo."

ABILITY VALUES

The numbers and letter represent your card's ability values. From left to right: offense, attack type, physical defense, and magic defense. The numbers on the card indicate the ability values' first digit. For example, an ability value of 19 will display a "1" and an ability value of 35 will display a "3." Cards with a ★ mark indicate an ability value of 100 or above.

The card initiating the battle will use its offense value, and the defending card will defend with its physical or magic defense values. The higher the value, the stronger the offense or defense.

Attack Type

P: Physical Attack Type
Attacks your opponent's physical defense value.

M: Magic Attack Type
Attacks your opponent's magic defense value.

X: Exploit Type
Attacks the lowest of your opponent's physical or magic defense values.

A: Assault Type
Uses the highest value from your offense, physical defense, and magic defense to attack the lowest of your opponent's offense, physical defense, and magic defense values. The Assault type is the only attack type that uses values other than offense to attack.

You can develop your cards if you win a two-player game, or place first or second in a three-player game. Only one of the ability values (chosen at random) will increase. Also, the card that wins a battle may change into a different attack type in the following order: P 3 M 3 X 3 A.

FIELD EFFECTS

Blocks

Regular blocks do not have any effects, and cards cannot be placed on top of them.

Chance Blocks

Activates "Garnet," "Grim Reaper," "Oglops," or "Aero" effects. Once a chance block is activated, that space will become available for a card to be placed.

Garnet

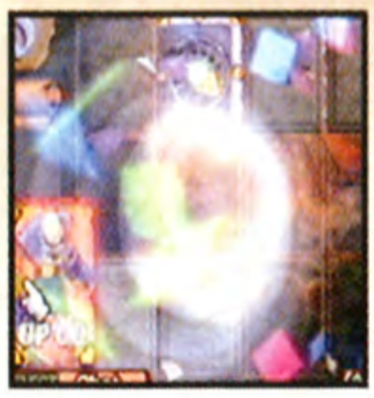
Ten points will be added to all your cards' abilities (offense, physical defense, magic defense) on the playing field. (This effect lasts until the game ends.)

Grim Reaper

Ten points will be deducted from all your cards' abilities (offense, physical defense, magic defense) on the playing field. (This effect lasts until the game ends.)

Oglops

All cards adjacent to the activated block will change into your opponent's or your own color.



Aero

All cards placed on the playing field will be scattered randomly across the field. (Effects from a special tile remain intact with the scattered cards.)

Rotating Blocks

The rotating block strikes lightning in the direction the arrow is facing, and flips over all cards in its path into your color. The arrow moves one direction clockwise after every turn. The lightning range depends on the offense value of the card attacking.

Special Tiles

Activate a special mark on the field, like the sword or shield, by placing a card over it. The effects will last until the game ends.

Offense Up
Increases your card's offense value between two to five times its normal value when attacking.

Defense Up
Increases your card's defense value between two to five times its normal value when defending.

Max Arrows
Adds arrows to every direction of your card.

LOBBY

This is where players congregate to play games, trade cards, and chat. To play a game, select a zone from the zone list and find a room you like. Games are played at a table.

To play against other players, select a table and make a reservation. Once one or two more players join the table, the player who made the first reservation can start the game by selecting "Start Game."

To play against COM characters, select an empty table and choose "VS. COM."

The table icon displays the current status of the table. You can tell whether a player wants you to "Join" or whether players are currently "Playing." Each table also displays the number of players who have made reservations.

NOTE:

Some tables may require a password or you may need to meet certain requirements, such as a specified card level, to join.

Quitting

You can quit during a game by selecting "Quit" from the game menu. However, once you quit, you will not be able return to the table where the game took place. In a VS. COM game, you will also lose all five cards, but in a VS. Player game, this will depend on the table rules.

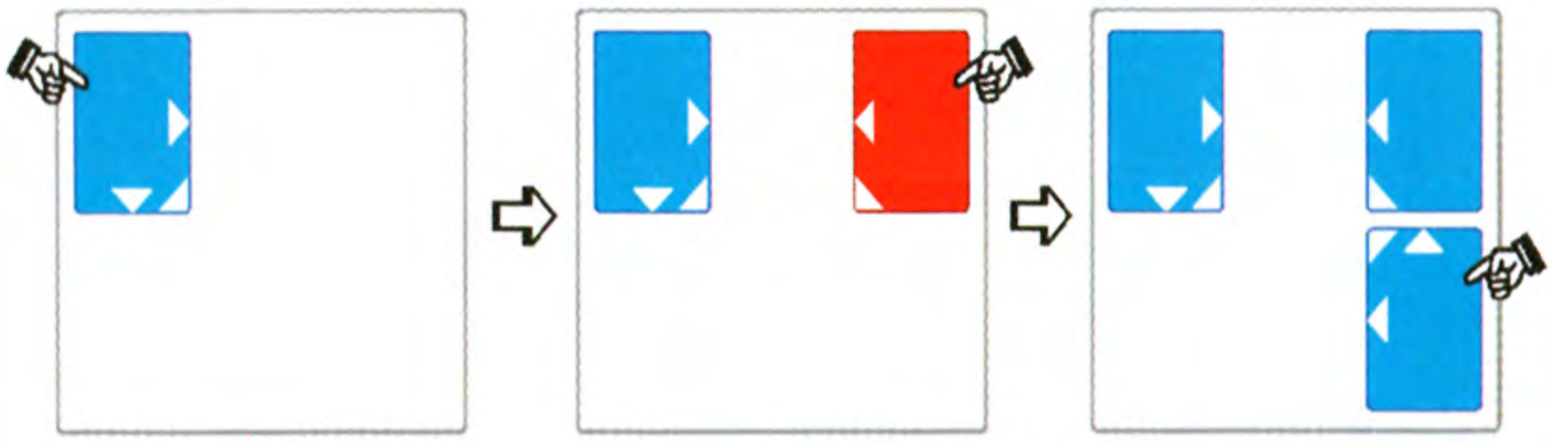
Starting Out

The first thing you should do when you start out is to play against the computer. "Flower Girl Natasha" is an ideal opponent. By winning games, your money and card collection will grow and your cards will also develop. You may even pick up a few strategies.

TIPS & TECHNIQUES

Play Your Cards Right

There are many strategies for winning card games. Different fields and different cards in your hand call for different approaches. Two different strategies are described below.



Protect Yourself with Arrows

Place the sides of your card that don't have arrows against the sides and corners of the playing field. This way, your cards will not get flipped unless you lose a card battle.

Combo

Even if your cards are flipped over by your opponent, you can take them back by turning them over with a powerful card.

Keep Winning

You need strong cards in order to win, but it may be difficult to obtain them when you first start out. Play against weak computer opponents and save up enough prize money to buy a pack of cards at the card shop. You should be able to find some strong cards inside, which will help you win games consistently. Play your game cautiously, without taking too many risks, such as combos, and go after your opponent's weak defense. Once you get the hang of it and feel comfortable, try playing against other players.

Enjoy Trading and Chatting

You can trade cards and chat with other members inside the room. It's always a good idea to initiate a trade by communicating your intention first, before using the trade command. Chatting is also a good way to share Tetra Master strategies and tips.

Losing All Your Cards and Money

There is no such thing as "Game Over" in Tetra Master. If you lose all your money and have less than five cards in your card collection, a special card pack is offered at the card shop for free. You won't find any strong cards inside, but you will be able to continue playing. There is no limit to the number of times you can receive a free pack, so don't worry about losing.

Titles

Players are given titles based on various conditions such as card level. You can check your title under "Status" in "Player Data." There are various titles, such as the following:

- Pauper
- Poor Newbie
- Dabbler
- Inept Coach

VS. Ratings

Your VS. Rating will go up if you win against other players and will go down if you lose. The rating is based on how strong your opponent is and the style of play. VS. Ratings are calculated weekly, and players who rank in the top 30 will receive prize points to use towards obtaining rare cards.

PROLOGUE

Vana'diel is a world of magic, chivalry, and technology.

This beautiful land was once engulfed in a great war between armies of enlightened people and the dark hordes of the beastmen.

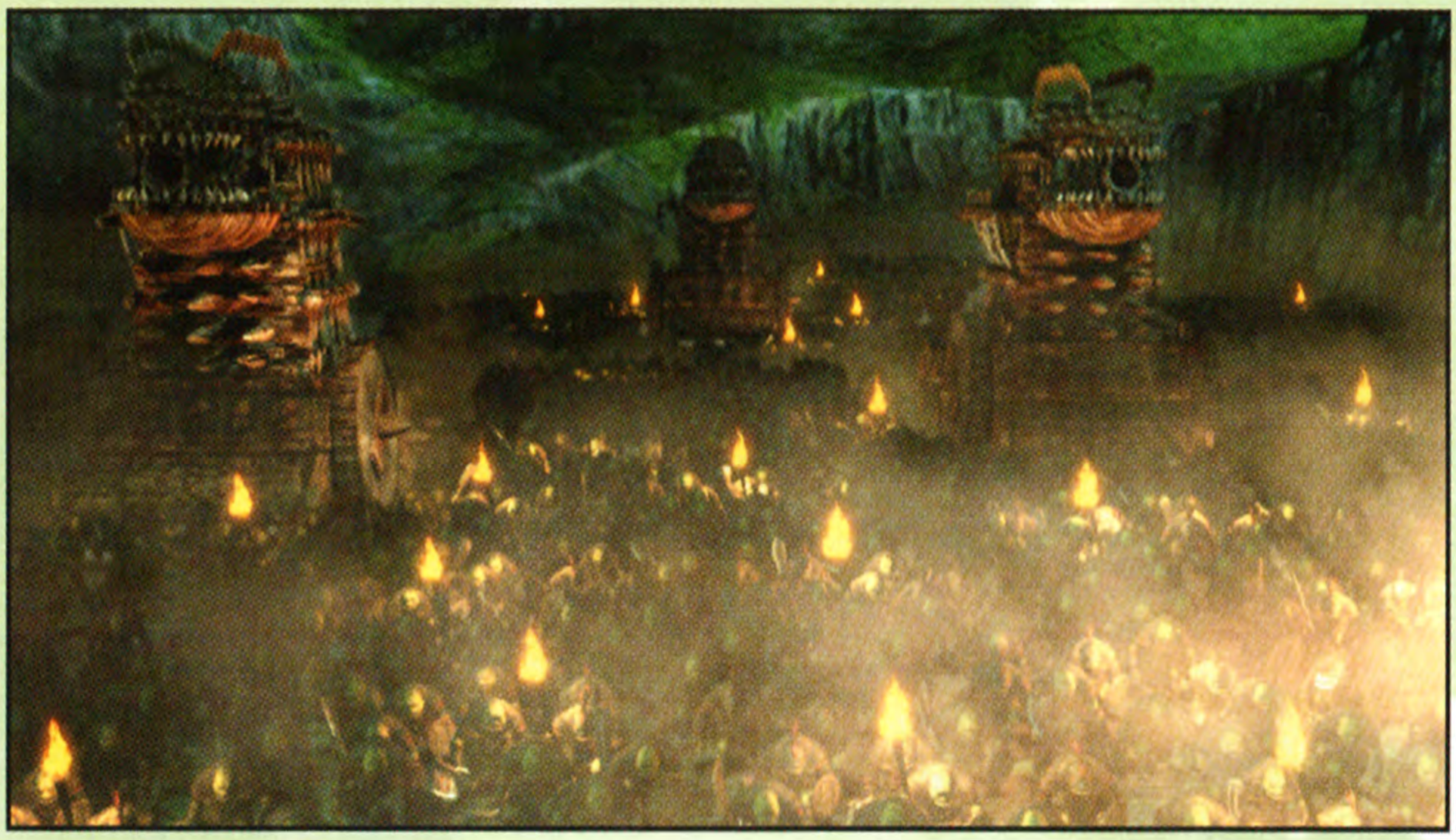
It was a fight for survival from which the victor would emerge in control of the crystals-- physical manifestations of the primordial elements.

The beastmen mercilessly destroyed city upon city, turning the land and water black with their foul presence.

But the people united in solidarity, and seized victory from the claws of the ravenous beastmen. At last, peace had come to Vana'diel.

More than twenty years have passed since the end of the war. But as memories of that conflict begin to fade, evil lurks in the shadows once again, biding its time...

And it hungers for the power of the crystals.



WELCOME TO FINAL FANTASY XI

FINAL FANTASY XI is a massively multiplayer online role-playing game, which means you are not the only player adventuring in Vana'diel. It is filled with characters controlled by other players, whom you will meet and fight alongside during the course of your travels. This interaction between fellow players is integral to playing FINAL FANTASY XI.

NOTE:

Online games change from day to day. New features that are not listed in this owner's manual may be added via updates. The most up-to-date information is contained in the "Information" section (➡ p. 32) of PlayOnline, while details about playing the game can be found in the "Quick Manuals" section of PlayOnline. You should make a point of checking this information whenever you log in.

Updates

Whenever the game is updated, the data will be automatically downloaded to your HDD the next time you log into the game. These revisions are referred to as updates. When PlayOnline services are temporarily suspended due to server maintenance, the news will be reported on the Internet on the official PlayOnline website. You can also check the website for information about scheduled server maintenance and other notices.

The "Quick Manuals" section under PlayOnline contains a wide variety of information to help you enjoy the game. It covers useful topics ranging from the history of Vana'diel to basic playing techniques, and is updated regularly.

- This owner's manual is current as of December 2003. If you are unable to use PlayOnline at any time, please check http://www.playonline.com for the most up-to-date information.

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FINAL FANTASY® XI

ONLINE

INSTALLING THE SOFTWARE

NOTE:

If FINAL FANTASY XI is already installed, you can skip to "Starting the Game." (➡ p. 79) You can view the opening movie at any time using the FINAL FANTASY XI disc.

First, make sure that you can answer yes to the following questions:

Have you completed the PlayOnline registration process (➡ p. 20)?
Have you logged in to PlayOnline and are able to use it without any problems?
Have you gathered the following equipment? (The ☐ mark indicates a required item.)

- ☐ A PlayStation®2 computer entertainment system
- ☐ An internal hard disk drive (40GB) (for PlayStation®2) (referred to as "HDD" throughout this manual)
- ☐ A Network Adaptor (for PlayStation®2)
- ☐ A connection device (such as a modem or TA) between the PlayStation®2 system and the data line
- ☐ A DUALSHOCK®2 analog controller
- A USB keyboard (recommended)
- A USB mouse with scroll wheel (recommended)

Please refer to p. 8 for information about connecting to a data line.
You are now ready to install FINAL FANTASY XI on your HDD.

Please make sure to install the PlayOnline software (included in the FINAL FANTASY XI software package) first.

1. Turn on the PlayStation®2 computer entertainment system and start PlayOnline. When the PlayOnline title screen appears, press any button on the analog controller or the USB keyboard to go to the menu screen.

2. Move the pointer to the "Install" selection on the menu and press the confirm button. Open the disc tray of your PlayStation®2 computer entertainment system and insert the FINAL FANTASY XI disc. Then, move the pointer to "OK" and press the confirm button.

In this manual, the "confirm button" refers to either the ⊗ button on the analog controller or the [Enter] key on the keyboard. The "cancel button" refers to either the ◎ button on the analog controller or the [Esc] key on the keyboard. The time required for installation may differ from user to user. Please wait for the installation to finish before initiating any other operations. Additionally, (➡ p. 6) for information about using the pointer.

3. On the "Software Installation" screen, move the pointer to "Next" and press the confirm button.

4. Read the Software License Agreement. If you agree to its terms, move the pointer to "Accept" and press the confirm button. If you do not agree, move the pointer to "Decline" and press the confirm button.

5. An Internet connection window will appear. Move the pointer to "Connect" and press the confirm button to connect to the Internet.

6. On the "Online Certification" screen, move the pointer to "Connect" and press the confirm button.

7. On the "Begin Installation" screen, move the pointer to "Install" and press the confirm button. The title screen will appear. When you see the words "Press any button," press any button on the analog controller or keyboard. "Start Installation," "View Intro," and "Options" selections will appear. Select "View Intro" to view the opening movie and begin installation. Select "Options" if you wish to adjust sound settings.

For information on how to view the opening movie in Dolby Digital 5.1 mode, please refer to "NOTE: Movie Scene Sound." (➡ p. 81)

Please carry out the following steps to set up the game and begin play.

STEP 1. PURCHASING A CONTENT ID

In order to enjoy games such as FINAL FANTASY XI on PlayOnline, you must first purchase a corresponding Content ID. A Content ID allows you to create a personalized character. You will have to purchase a Content ID for every character you wish to create. Let's try logging into FINAL FANTASY XI and purchasing a Content ID.

Once you have finished the installation process, remove the disc and log into PlayOnline (➡ p. 28)

1. Select "Games" from the PlayOnline main menu. Then, select "FINAL FANTASY XI" to open the top page.

Please note that you will need your PlayOnline ID, PlayOnline password, and FINAL FANTASY XI registration code at this time. Refer to the last page of this owner's manual.

2. Select "Content ID," then "Purchase."

Log In
Please log in to review or update your member information.
PlayOnline ID
PlayOnline Password
Passwords are case-sensitive, so make sure that Caps Lock is not accidentally turned on.
Log In
Cancel
Reset
Log in to review or update member information.

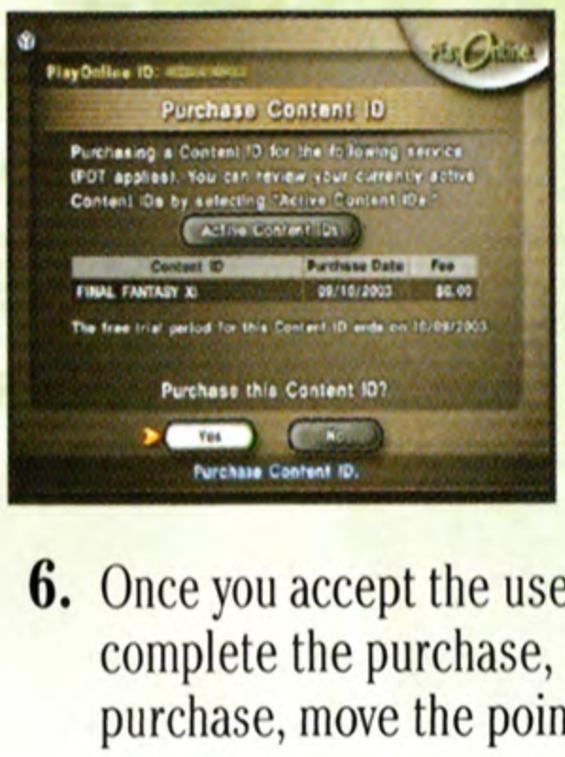
3. Enter your PlayOnline ID and PlayOnline password. When you have finished, move the pointer to "Log In" and press the confirm button.

Registration Code
Enter the FINAL FANTASY XI registration code included in your software package. Then select "Submit" to proceed. Please note that the code is case-sensitive.
Registration Code
Submit
Cancel
Submit registration code and proceed to next page.

4. Next, enter your FINAL FANTASY XI registration code shown on the last page of this owner's manual. Different services require separate registration codes. When you have finished entering your registration code, move the pointer to "Submit" and press the confirm button.

CAUTION! ABOUT YOUR REGISTRATION CODE

The registration code cannot be reused or replaced. Only one person can use the registration code to purchase Content IDs.


Purchase Content ID
Purchasing a Content ID for the following service (FOT applies). You can review your currently active Content IDs by selecting "Active Content IDs."
Active Content IDs
Content ID
Purchase Date
Fee
FINAL FANTASY XI
Purchase this Content ID?
Yes
No
Purchase Content ID.

5. A user agreement screen will appear. If you agree to its terms, move the pointer to "Accept" and press the confirm button. If you do not agree, move the pointer to "Decline" and press the confirm button.

6. Once you accept the user agreement, a Content ID purchase screen will appear. Read the information. If you wish to complete the purchase, move the pointer to "Yes" and press the confirm button. If you do not wish to complete the purchase, move the pointer to "No" and press the confirm button.

If you selected "Yes," a message confirming your purchase will appear on the screen. Select "Exit" to end the process.

STEP 2. REGISTERING EXPANDED SERVICES

After you have purchased a Content ID for FINAL FANTASY XI, you must register for the Rise of the Zilart expanded services. There is no additional fee for registering a Rise of the Zilart Content ID. (You only have to register the Rise of the Zilart expansion once. There is no need to repeat this for each character Content ID you purchase.)

1. Select "Content ID" from the FINAL FANTASY XI top page and press the confirm button.

2. On the Content ID screen, select "Expanded Services," then "Register ID," and press the confirm button.

   • Please read the "About Expanded Services" section before registering.

3. Enter your PlayOnline ID and PlayOnline password, followed by the Rise of the Zilart registration code shown on the last page of this owner's manual.

   • You must enter a valid Rise of the Zilart registration code to complete the registration process.

4. A confirmation screen will appear. If you wish to proceed, select "Yes." You will now be able to access the content included in FINAL FANTASY XI: Rise of the Zilart.

   • Please keep your registration code in a safe place.

The expanded services registration code allows one PlayOnline ID to access expanded services. Once you register your PlayOnline ID for expanded services, all Content IDs (characters) can access these expanded services. This applies to future Content IDs (characters) as well.

- A PlayOnline ID, password, and an expanded services registration code are required for you to register for expanded services.
- Even if you have installed the expansion data, you will be unable to access the expanded services until you have completed the registration process.
- Once you have registered Rise of the Zilart, it cannot be removed.
- There is no additional fee for registering Rise of the Zilart.

STEP 3. ENTER FINAL FANTASY XI AND BEGIN PLAY

Return to the FINAL FANTASY XI top page, move the pointer to "Play," and press the confirm button to access FINAL FANTASY XI and begin creating your character.

CANCELLING OR REACTIVATING A CONTENT ID

Please be aware that cancelling and reactivating a Content ID are handled on a different screen.

Cancelling a Content ID

From the FINAL FANTASY XI top page, move the pointer to "Content ID" and press the confirm button. Then, move the pointer to "Cancel ID" and press the confirm button. OR, from the PlayOnline main menu, select "Service & Support," then "Membership," then "Content ID," then "Cancel." Make absolutely sure that you are cancelling the correct Content ID.

NOTE:

If you cancel a Content ID, it will remain available for use until the end of that month. It will become inactive on the first day of the following month.

CAUTION!

Once a Content ID is cancelled and no longer available for use, it is considered inactive. Your player data is retained for three months after the Content ID becomes inactive. After this period, all data is deleted and cannot be restored.

How Do I Stop Using FINAL FANTASY XI?

Cancelling all FINAL FANTASY XI Content IDs will disable access to FINAL FANTASY XI.

On the FINAL FANTASY XI top page, move the pointer to "Content ID" and press the confirm button. Then, move the pointer to "Cancel" and press the confirm button. Select the Content ID that you wish to cancel and press the confirm button to cancel it.

Reactivating a Content ID

From the FINAL FANTASY XI top page, move the pointer to "Content ID" and press the confirm button. Then, move the pointer to "Reactivate ID" and press the confirm button. OR, from the PlayOnline main menu, select "Service & Support," then "Membership," then "Content ID," then "Reactivate."

You can reactivate your Content ID within three months of the date it becomes inactive.

PLAYONLINE IDS AND CONTENT IDS

A single PlayOnline ID allows you to purchase up to 16 FINAL FANTASY XI Content IDs. A single Content ID allows you to create a single character. This means that if you purchase the maximum number of Content IDs, you can create up to 16 characters. (➡ p. 40)

After you purchase a Content ID and create a character, you must link them to a PlayOnline handle. (➡ p. 40)

CAUTION!

Selecting "Delete Character" from the FINAL FANTASY XI title screen and deleting a character does not cancel the corresponding Content ID. You must follow the above steps to complete the Content ID cancellation process.

Cancelling a Content ID without first deleting the character will cancel your service, but the character data will remain on the server for three months after the Content ID becomes inactive. If you reactivate the Content ID during this period, you will be able to begin using that character again.

If you wish to create a new character for an active Content ID, select "Create Character."

- **Be careful! Once a character is deleted, it cannot be restored.**

  Please refer to "Reactivating a Content ID" above.

  Please refer to "Creating a Character." (➡ p. 90)

NOTE: MOVIE SCENE SOUND

The movie scenes in FINAL FANTASY XI are encoded in the "Dolby Digital 5.1" format. The AV MULTI OUT jacks on the PlayStation®2 computer entertainment system are not used for "Dolby Digital 5.1 mode" playback. If you select "Dolby Digital 5.1 mode," sound will only be output from the DIGITAL OUT (OPTICAL) jack on the PlayStation®2 computer entertainment system. The DIGITAL OUT (OPTICAL) jack must be connected to the digital-optical input jack of an amplifier or receiver that contains a Dolby Digital decoder. FINAL FANTASY XI utilizes both Dolby Digital and PCM audio formats. Some audio-video receivers can automatically detect and switch between these formats; others cannot. Please refer to the manual for your receiver to determine if it is necessary to manually activate an auto-detection feature.

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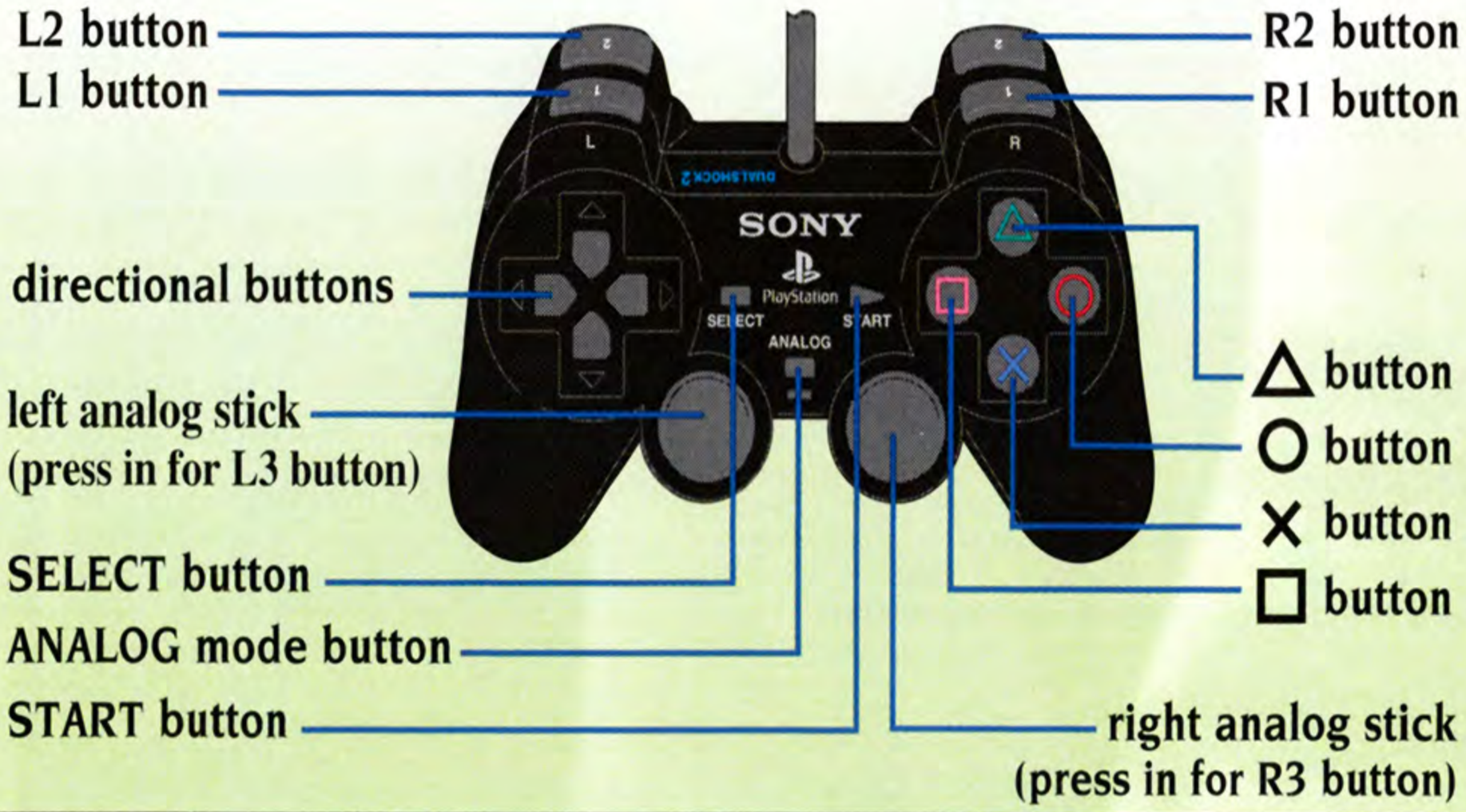
DOLBY DIGITAL

BASIC CONTROLS



directional buttons	Select or change target (➡ p. 94) / Move pointer
left analog stick	Move character
L3 button	When no target selected, heal (recover HP/MP) / When target selected, lock on to target
R3 button	Switch between first-person and third-person viewpoints
right analog stick	Move viewpoint
⊗ button	Confirm; Select closest target or talk to NPC / When no target selected, open the action command window (➡ p. 95)
◎ button	Cancel / When in first-person view, hold down while character is moving to move side-to-side (strafe) / Delete one line of the log window each time it is pressed
△ button	Select active window, or optional commands for each window
□ button	Open main menu
L1 button	When pressed while character is moving, toggles "autorun" (press again to cancel; during autorun, use left analog stick to control movement as usual.)
R1 button	Open the software keyboard (➡ p. 6) When pressed while holding R2, takes a screenshot (when all windows are hidden).
L2 button	Open macro palette 1 (➡ p. 120)
R2 button	Open macro palette 2 (➡ p. 120)
START button	Temporarily pauses FINAL FANTASY XI (without logging out), allowing you to use the PlayOnline Viewer services. Your character will remain in the world of FINAL FANTASY XI but cannot fall in battle. Select "Back to Game" to resume your game. When entering text using the analog controller, pressing the START button, after entering a letter in the input window, displays a list of common words and phrases used in FINAL FANTASY XI.
SELECT button	Hide all windows. When pressed again, show the windows again.

DUALSHOCK®2 ANALOG CONTROLLER

NOTE:

Hereafter, to "select" something means to choose it using the directional buttons or analog sticks, then press the ⊗ button or [Enter] key on a USB keyboard to confirm your selection.

Where this manual refers to the "confirm button," it means you can press the ⊗ button, left mouse button, or [Enter] key on a USB keyboard to confirm.

Where this manual refers to the "cancel button," it means you can press the ◎ button, right mouse button, or [Esc] key on a USB keyboard to cancel.

Where this manual refers to the "directional buttons," it means you can use the directional button on the analog controller or the arrow keys on a USB keyboard for selection of items.

- When you are playing FINAL FANTASY XI, your controller will always function in analog mode (the mode indicator will be red). You can also set your vibration function On/Off in the Options menu.
- For best results, please use only a DUALSHOCK®2 analog controller.
- Only controller port 1 is supported.

USING A USB KEYBOARD

[Enter] (either key)	Confirm / Select closest target or talk to NPC / Open the action command menu. (➡ p. 95)
[Esc]	Cancel
[Space bar]	Open the input window (➡ p. 104) for text entry
[⬆], [⬇], [⬅], [➡]	Move camera. / Move cursor in menus
[8]. [2], [4], [6] on the numeric keypad	Move character (forward, back, left, and right, respectively)
[7] on the numeric keypad	When pressed while character is moving, toggles "autorun"
[/] on the numeric keypad	Switch between "walk" and "run" while moving
[*] on the numeric keypad	When no target selected, heal. / When target selected, lock on to target
[+] on the numeric keypad	Select active window, and allows setting of options for each window
[-] on the numeric keypad	Open main menu
[Tab] or [0] on the numeric keypad	Switch target
[Page Up] or [9] on the numeric keypad	Zoom in (this feature is only available when using a USB keyboard)
[Page Down] or [3] on the numeric keypad	Zoom out (this feature is only available when using a USB keyboard)
[Scroll Lock]	Hide all windows / Show all windows
[Pause Break]	Temporarily pauses the game and returns you to the PlayOnline Viewer.
[Shift]	When pressed while character is in first-person view and moving, moves character side-to-side ("strafes")
[Home]	Return to default viewpoint (this feature is only available when using a USB keyboard)
[Prt Scr]	Take screenshot (when all windows are hidden)

USING A COMPACT KEYBOARD

You may select the compact keyboard layout using Config on the main menu.

[y]	Confirm / Auto-target
[n]	Cancel
[z]	Switch between "walk" and "run" while moving
[f]	Select active window
[v]	Toggle first-person and third-person viewpoints
[r]	Autorun
[h]	When no target selected, heal. / When target selected, lock on to target
[-]	Open the main menu
[,]	Zoom out
[.]	Zoom in
[w]. [s].[a], [d]	Move character (forward, backward, left, right)
[i]. [j], [k], [l]	Move camera (up, down, left, right) / Move cursor in menus

COMMAND SHORTCUTS FOR KEYBOARDS

[F1]-[F6]	Target party members in the order that they appear in the window in the bottom right area of the screen
[F7]	Target yourself
[F8]	Target the closest NPC ("Non-Player Character"; a character controlled by the computer)
[F9]	Target the closest PC ("Player Character"; a character controlled by another player)
[F10]	Target the first character in your party's member list
[F11], [F12]	When you are part of an alliance ,(➡ p. 111) target the first character in each allied party's member list
[Ctrl], [Alt]	Open a menu containing user-defined macros / Hold down [Ctrl] or [Alt] and press the corresponding macro number to execute the macro.

- You can also enter other commands by opening the input window and entering them directly.

BASIC CONTROLS

The following commands are shortcuts that are activated by pressing the letter along with the [Ctrl] key or [Alt] key:

[a]	Begin or break off an auto-attack
[c]	Check a target
[e]	Open the "Equipment" window from the main menu
[g]	Give up and call for help during a battle (➡ p. 127)
[h]	Heal (when not in battle)
[i]	Open the "Item" window from the main menu
[j]	Display the list of job abilities that you have learned
[L]	Set the chat mode (➡ p. 102) to "Linkshell" (➡ p. 114)
[y]	Confirm / Auto-target
[z]	Toggle between walk and run
[-]	Open the main menu
[.]	Zoom in
]	Hide all windows / Show all windows
[m]	Open the "Magic" list from the main menu
[p]	Open the "Party" input window (➡ p. 102)
[r]	Reply to the last PC who sent you a message
[s]	Open the "Say" input window (➡ p. 102)
[t]	Open the "Tell" input window (➡ p. 102)
[v]	Toggle first-person and third-person (this can also be toggled by pressing [5] on the numeric keypad)
[w]	Display a list of weapon skills (➡ p. 135) that you have learned
[d]	Perform a ranged attack
[n]	Cancel
[f]	Select active window
[']	Zoom out
[	Take a screenshot when all windows are hidden

USING A USB MOUSE

Types of Mouse Cursors:

Normal

When placed over a menu item or a PC (Player Character)

Left Mouse Button	**Single click**	Select menu item / Targets (PC, NPC or object)
	Hold button down	Hold down the left mouse button and move the mouse to make your character move in the specified direction.
Right Mouse Button	**Single click**	Cancel menu item selection / Cancel targeting PC, NPC or object
	Click while moving mouse	Click while you are moving your character with the mouse to toggle autorun. Click again to return to walking normally
Scroll Wheel	**Up/Down:**	Move the scroll bar up or down
	Click:	Open menu

- The order of priority for mouse controls is as follows: movement and camera operation are highest, followed by menu selection and then targeting.
- A mouse with a scroll wheel is recommended.

There is no need to save or load your game in FINAL FANTASY XI. Once the software is installed on your HDD, the game will automatically load when you begin, and there is no need to save when you quit your game. (Your data will be automatically saved on the server. However, some data, such as local user settings (macros, map markers, menu preferences, etc.) are saved on your HDD.)

Logging In

Turning on your PlayStation®2 computer entertainment system, starting PlayOnline, and accessing FINAL FANTASY XI is called "logging in."

Logging Out

Quitting FINAL FANTASY XI and returning to the PlayOnline Viewer is called "logging out." You can stop the game at any time by selecting "Log Out" from the main menu. When you log out, your game data will be automatically saved on the server. (A portion of data will be saved on your HDD as well.) Before logging out, your character must sit still for 30 seconds (unless you log out from your Mog House). If you are attacked during this time period, the logout process will be interrupted. Please be sure to select a safe place, such as a city, before logging out. If you log out while in the midst of a group of enemies, you may be attacked by them when you log in the next time. After logging out, you will return to the game's title screen. Select "Back" to return to PlayOnline's game selection screen.

Saving Your Status

All of your character's data is saved on the server when you log out. Your character's data is also automatically saved on the server during the game.

Recalling Your Status

After logging out, you will start the game in the same place and the same status when you log in the next time. A 30 second period of time is required to log out. If you are attacked during this period, the logout process will be interrupted. If your connection to the game is cut off for some reason, your connection to the server will be interrupted (in other words, you will no longer be in control of the game) and your character will remain in the world of FINAL FANTASY XI for 30 seconds. If your character is attacked during this time period, you may fall in battle. In such a case, you will begin the game as fallen in battle the next time you log in.

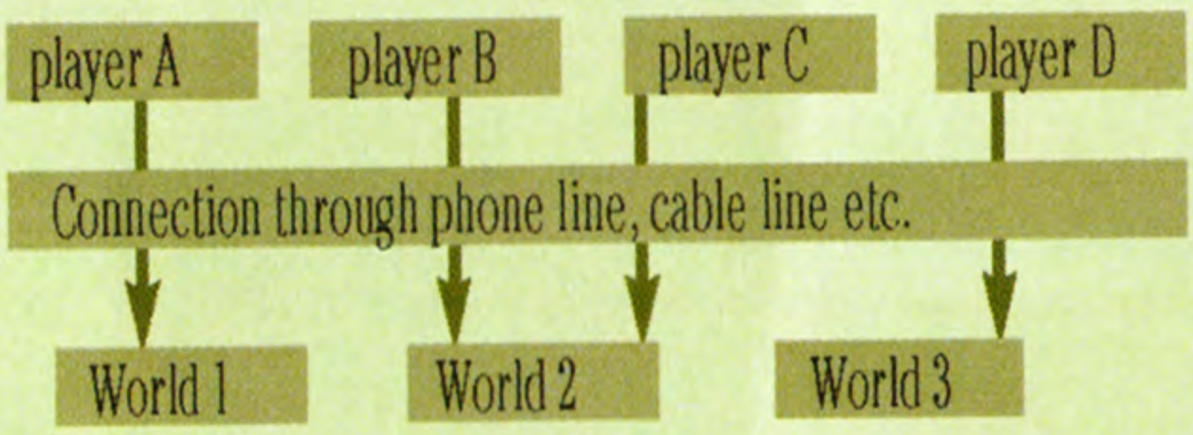
Once you finish the registration process you will begin the game.

Select "Play" and the following screen will appear.
If this is your first time logging in after purchasing a Content ID, you will only be able to select "Create Character" or "Back." Select "Create Character" to move to the character creation screen.

WORLDS

FINAL FANTASY XI is a massively multiplayer online game, and allows many different players to simultaneously participate in a virtual world that exists on a server. However, there is a limit to the number of people who can use one server at the same time. Because of this, identical virtual worlds have been created on different servers to ensure that the maximum number of people can enjoy the game. In FINAL FANTASY XI, these are called Worlds. When you create a character, your character is automatically assigned to one of these Worlds; you cannot specify a World unless you have a World Pass as described below. After you create a character and log into the game, you will be able to go adventuring with other player characters (or PCs) that exist in the same World. The name of your character's World will appear in the log window (➡ p. 93) whenever you log into the game.

World Image



- Each World has a specific name.

Can I Play in the Same World as a Friend?

Various places in Vana'diel issue passwords called "World Passes." Obtaining a World Pass allows you to invite a friend to create a character in your World so that you can enjoy the game together.

Using World Passes

1. Use your character to buy a World Pass. (A World Pass takes the form of a ten-digit number.)
2. Give the World Pass number and the name of the World in which your character resides to your friend.
3. Have your friend create a new character. Once they have decided a name for their character, they will be allowed to specify a World. (The default is set to "Not Specified.") The first letter of the World name must be capitalized.
4. Once a World name has been entered, a World Pass entry screen will appear. Your friend must enter the ten-digit World Pass number here.

CAUTION!

Once created, a character cannot be moved to another World. There is a limit to the number of players who can be logged into the same World simultaneously. World Passes have expiration dates and can only be used to invite a limited number of individuals.

You can display the name of your character's World in your log window at any time by entering "/smes" (without the quotation marks) and pressing the confirm button. Please refer to "Text Commands." (➡ p. 104)

GAME MASTERS

Game Masters (GMs) act as support staff in FINAL FANTASY XI. They play a major role in ensuring that the game proceeds smoothly by assisting with problems that players cannot resolve on their own. GMs are also charged with taking disciplinary action against those who act in a disruptive manner.

How to Contact a GM:

To request the assistance of a GM, select "Help Desk" from the main menu and select the item that best describes your situation. In some cases, you may be able to find a solution to your problem without having to call a GM. If you cannot find a solution to your problem, you can call a GM directly. When you call a GM, please explain your situation so that they can assist you as quickly as possible.

GMs make every effort to respond to calls, but they must respond in the order in which call requests were received. Because of this, some time may be required for them to respond to your call. Furthermore, please be aware that GMs will not always appear directly; they may send you a Tell message to determine the details of your situation. Make sure to watch your log window after calling a GM. Please remember that GMs are support staff and not characters in the game. Please refrain from contacting GMs simply to talk or to ask for opinions or instructions about specific game content.

When to Call a GM:

NOTE:

Please call a GM only in cases when you encounter problems that prevent you from playing the game. GMs cannot offer any opinions or advice about strategy or how to play the game.

A GM may direct you to stop doing something or to try doing something in a different way. These directions are given with the intent of preserving the overall balance of the world of FINAL FANTASY XI. You are expected to follow these directions, even if you are not given a specific reason for them, or even if you were not doing anything that was against the rules and regulations of the game.

1. Your character becomes trapped in an area and cannot move, or
2. You are being harassed by another player.

GMs will not intervene in disputes between players. However, if a GM is called to respond to harassment or other disruptive behavior, they will take the appropriate action after carefully reviewing the facts of the situation. GMs will not disclose the actions that they take against other players, even to the individual who initiated the call.

THE NATIONS OF VANA'DIEL

Four nations exist within Vana'diel: the Kingdom of San d'Oria, the Federation of Windurst, the Republic of Bastok, and the Grand Duchy of Jeuno. When you begin the game, you will be allowed to select from any of the nations (except for Jeuno) as the country to which you swear allegiance (➡ p. 92). It's your chance to earn yourself a name in the world of Vana'diel!

THE KINGDOM OF SAN D'ORIA

A kingdom located in the northern half of the Quon continent, forged from the fires of a tumultuous civil war by a proud race of warriors known as the Elvaan. The heads of the d'Oraguille family have ruled the kingdom in a line of unbroken succession for more than five hundred years. The nation's fortress-like capital of San d'Oria boasts impenetrable defenses manned by a pair of stalwart military orders: the Royal Knights, who secure the kingdom's borders and lead foreign expeditions; and the Temple Knights, who maintain public security and order within the capital.

THE REPUBLIC OF BASTOK

A republic founded by the technologically advanced Hume race on the southern portion of the Quon continent. Every few years, the citizens of Bastok elect a Hume president as their head of state. Bastok was once a small town that was mainly supported by the nearby mythril mines. Today, however, it has grown into a highly industrialized city famed for its advances in smelting, refining, and metalworking. The southern portion of the city is largely settled by a race of powerful individuals known as the Galka, who play a major role in excavating, developing, and working the mines.

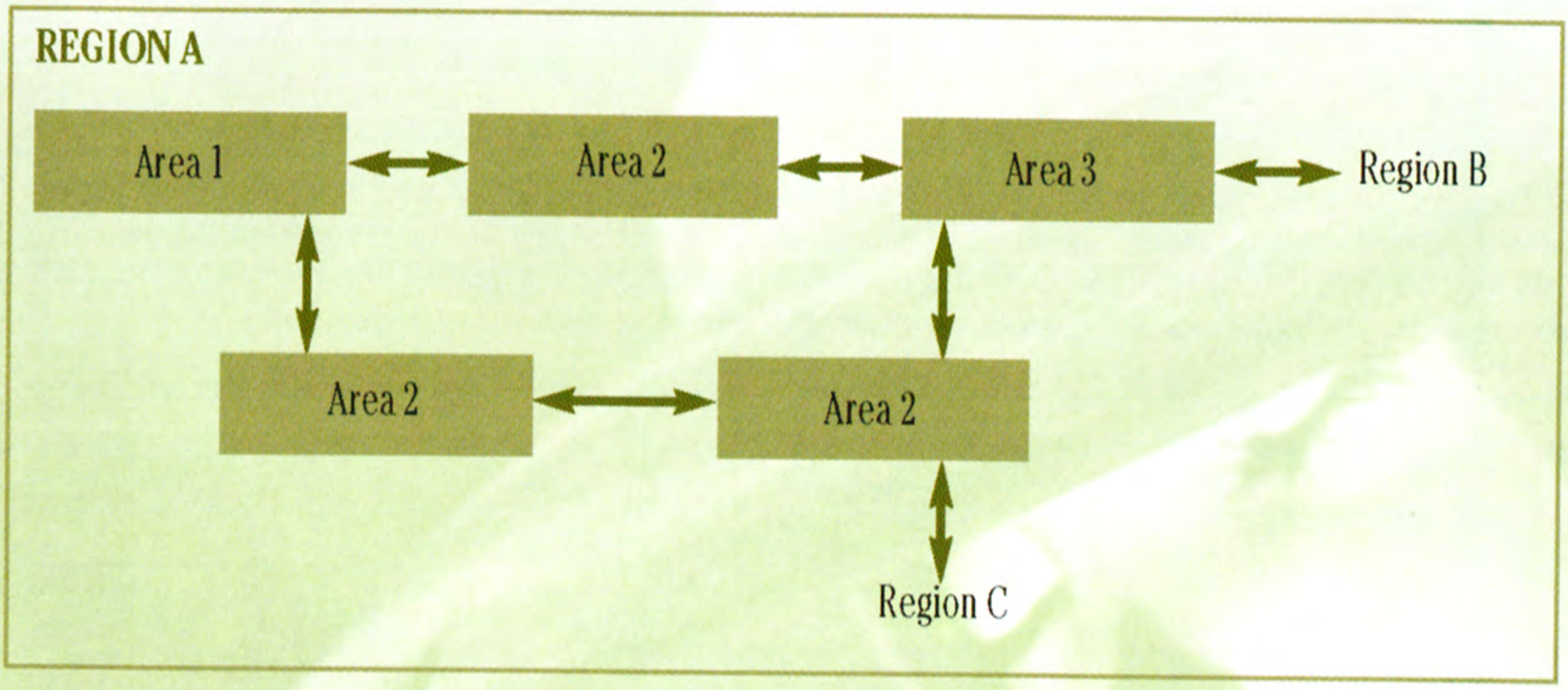
THE FEDERATION OF WINDURST

A federation founded by tribes of Tarutaru on the southern portion of the continent of Mindartia and its neighboring islands. The descendants of these tribes govern their nation based on the revelations of the mystic Star Sybil. Even though the capital city of Windurst was leveled in the war twenty years ago, the city has made a spectacular recovery and rose to become the academic center of Vana'diel. The capital is also occupied by the Mithra, who are longtime friends and associates of the Tarutaru. The Mithra, a predominantly female race of superb hunters, have deeply contributed to the success of the Federation of Windurst.

THE GRAND DUCHY OF JEUNO

Built at the converging point of "Heaven's Bridges" – a group of bridges that spans the divide between Quon and Mindartia – this duchy is a relatively new nation. In addition to this geographical advantage, Jeuno's political neutrality has also fostered its growth as an international gathering point. A wide range of races and individuals, from Hume merchants to Goblin craftsmen, can be found plying their trades here. Jeuno is also known as the repository for long-forgotten technologies, such as those found in the airships that allow rapid travel between the nations of Vana'diel. However, Jeuno is most famous for brokering the alliance between the other three nations during the Great War when the Allied Forces of Altana defeated the beastmen.

Vana'diel, the setting for FINAL FANTASY XI, consists of different regions, which are broken down into many smaller areas.



As shown above, your adventure unfolds as you travel from area to area. Whenever your character moves from one area to another (including from region to region), the screen will darken for a moment as the new area information is loaded. You can check your current area at any time by selecting "Map" (➡ p. 116) from the main menu. (Even if you do not have a map for the area, the area's name will be displayed.) Similarly, you can view the name of the region and the areas it contains by selecting "Region Info" (➡ p. 116) from the main menu. You will need to familiarize yourself with the areas and regions of Vana'diel to fully enjoy FINAL FANTASY XI.

TYPES OF AREAS

Cities

Home to countless citizens, shops, and private residences.
As cities are protected by stout fortifications and walls, you will never encounter monsters inside.

Wilds

Areas located outside of the city walls. Home to many types of monsters.

Dungeons

Cave-like areas consisting of complicated passageways. Home to many types of monsters. Generally, any maze-like area in the game is referred to as a dungeon.

The Character Creation Process

When you begin playing FINAL FANTASY XI, you will have to create a new character. Creating a character consists of several steps, each allowing several options to customize your gameplay experience:

1. Race ➡ Gender (except Mithra and Galka) ➡ 2. Face type ➡ 3. Hair color ➡
4. Physical size (small, medium, large) ➡ 5. Standard job ➡ 6. Character name ➡ 7. Country (allegiance)

When you select "Create Character" from the top menu and press the confirm button, the character creation screen will appear. Remember that you must first sign up for a Content ID on the FINAL FANTASY XI top page to create an open account. (➡ p. 79) You may purchase up to 16 Content IDs (in other words, create up to 16 characters). If you already have 16 characters, you will be unable to create additional characters. You must select "Delete Character" to create an empty space first.

If you have purchased a Content ID to create your first character, you should see one open slot. Select the open slot with the pointer and press the confirm button to begin the character creation process.

Simply deleting a character does not cancel a Content ID. To cancel a Content ID, you will need to use the "Cancel" option for Content IDs on the FINAL FANTASY XI top page. (➡ p. 79)

1. RACE AND GENDER

The world of FINAL FANTASY XI is home to many different races. Pick the type that you feel best suits you. Once you begin the game, you will not be allowed to switch races or genders, so please read the description of each race carefully before making your decision.

Hume (Male/Female)

The most numerous of the five races, Humes have spread from Bastok to live all over Vana'diel. In comparison to the other races, Humes are characterized by having a fairly equal balance of abilities.

Elvaan (Male/Female)

A tall, slender race famed for their swordsmanship, the Elvaan form the majority of the population of San d'Oria.

Tarutaru (Male/Female)

The Tarutaru form the majority of the population of Windurst and are known for their skill with magic. Although they outwardly resemble small children, their physical appearance belies their true age.

Mithra

A race of catlike humanoids, the Mithra live in Windurst and its surrounding islands. They are characterized by their large ears, long tails, and superior agility. There are very few male Mithra, and only female Mithra venture out into the world.

Galka

The Galka are a physically imposing race, and are the minority population of Bastok. Characterized by their hulking frames, the Galka are renowned for their unsurpassed strength. The Galka reproduce through a form of reincarnation and hence have no specific gender, but are generally considered to be male.

2. FACE TYPE

Each race allows you to choose from eight different face types. Select a face type and press the confirm button to make your choice.

3. HAIR COLOR

You may select between two hair colors per face type.

4. PHYSICAL SIZE

Once you have decided your character's physical features, select a body size of small, medium, or large.

5. MAIN JOB (STANDARD JOB)

You must select a job for your character. Each job comes with a certain set of special proficiencies that are collectively referred to as abilities. (➡ p. 133) You will find these special abilities invaluable as you proceed through the game. You can select from six standard jobs when you create your character. You can also change your job at any time by going to your Mog House. (➡ p. 97)

Standard Jobs

The standard jobs are the six jobs that you can select when you begin playing the game. You will find yourself quite weak the first time you start, but your powers will develop and grow as you proceed through the game and gain experience.

Warriors
Close-combat specialists capable of using a wide variety of weaponry. Have a high defensive rating stemming from the ability to wear many types of armor. Poor at using magic.

Monks
Martial artists whose bodies are deadly weapons. Can turn even the weakest of weapons into a destructive force.

White Mages
Experts in white magic that specialize in healing and recovery spells. Weak in close combat, and prohibited from using bladed weapons.

Black Mages
Experts in black magic, specializing in offensive spells. Cannot use heavy armor that would compromise their ability to concentrate.

Red Mages
Capable of using both white and black magic; adept at swordsmanship. However, red mages take far longer to master powerful spells than white or black mages due to their broad range of abilities.

Thieves
Agile combat support specialists that excel at hindering enemies and stealing their items rather than attacking directly.

Extra Jobs

Extra jobs can be selected only after you satisfy certain conditions.

Paladins
Similar to warriors, paladins excel in close combat. However, intensive spiritual training allows them to learn white magic spells as well.

Dark Knights
Similar to warriors, dark knights can wield a wide variety of weapons. However, these outcast knights have taken the path of black magic to turn battles to their favor.

Beastmasters
Masters of the natural world, beastmasters are capable of communicating with various types of monsters and controlling them at will.

Bards
Expert musicians that enchant their friends with merry melodies, support their compatriots with songs of bravery, and occasionally entrap their enemies with forbidden verses.

Rangers
Skilled hunters with an unparalleled ability for tracking enemies. Experts at using ranged weapons to end battles before they even begin.

Summoners
Heretic mages schooled in the forbidden art of summoning and controlling ancient spirits known as avatars.

Please refer to (➡ p.139) for additional jobs such as Samurai, Ninja, and Dragoon.

6. CHOOSING A NAME

If you are using a USB keyboard, you can enter a name by typing it in. If you are using a DUALSHOCK®2 analog controller, press the R1 button to open the software keyboard, which can be used to enter text. (For more information, please see p. 6). The name you choose must be between three and fifteen letters long. Press the △ button to generate a random name for your character. When you have finished entering a name, press the confirm button. If you receive an error message stating that the name cannot be registered, please try another name for your character. If you do not receive an error message, you have successfully created an alter ego for your adventures in FINAL FANTASY XI.

If you are using a World Pass, enter the world name and password. (➡ p. 86)
Otherwise, leave the World specification set to "Not Specified" and press the confirm button to proceed.

7. ALLEGIANCE

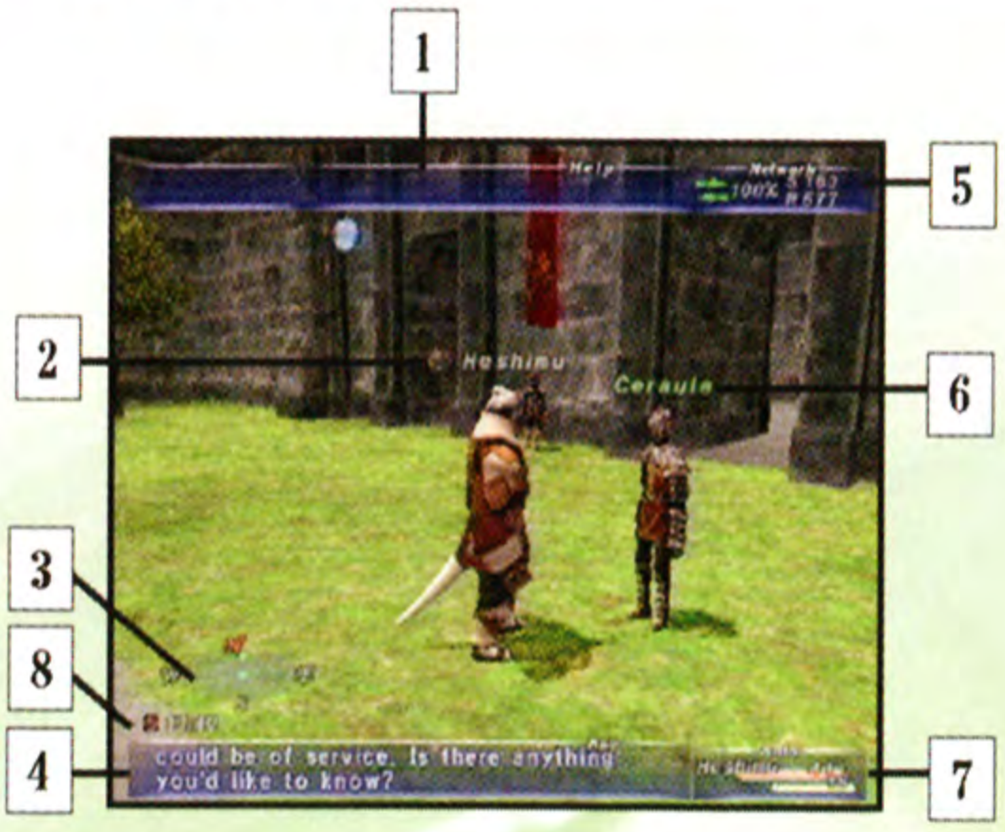
Now that you have made it this far, all that remains is to choose a nation in which you will begin your adventure. You may want to consider the relationships between races in each nation before choosing your allegiance. Once you have decided, you are ready to enter the world of FINAL FANTASY XI.

When you decide on a country for your character, an opening sequence will play. After the movie has finished, your character will appear on the street in the country of your allegiance. Your journey has just begun!

Home Points

When you select a country, a "home point" in that country's capital will automatically be assigned to you. A home point is a location that your character will return to after falling in battle. There are many home points throughout the world of Vana'diel. They take the form of crystal pillars that appear on the playing field. You can freely change your home point by targeting (➡ p. 94) a crystal pillar. You may find it useful to change your home point if your adventures take you far from the country of your allegiance. However, you can only specify one home point at a time. You can set home points in areas outside of countries by speaking to the guards there.

THE GAME SCREEN LAYOUT



Let's take a look at the types of information that appear on the playing screen:

1. Various help messages will appear here.
2. Your character's name.
3. Directional indicator (compass). Other PCs appear as blue, NPCs as green, party members as pink, and pet monsters as yellow points. In addition, if you have certain main jobs, monsters will appear as red points.
4. Messages from other players and information (such as battle information) will appear in this log window.
5. The communication meter. The percentage, S, and R values indicate the current status of your connection to the server. If you have received a PlayOnline message, an icon will appear here.
6. The name of another character (refer to the next page for an explanation of colors).
7. Information about your character (name, HP, and MP). If you are in a party, the names, HP, and MP of the members will also appear. If you are part of an alliance, the alliance members' names will appear above this window.
8. The local Vana'diel time and date, and information on weather conditions.

The area on the bottom of the screen where conversations and other information appear is called the "log window." The log window is used to display all sorts of important information, so make sure to keep an eye on it. You can delete one line of the log window at a time by pressing the cancel button. After a certain period of time has elapsed without any new information appearing, the log window will begin clearing itself line by line, and will eventually disappear. You can view the log window history by pressing the △ button or [+] on the numeric keypad and then the confirm button. You can scroll through the log window by pressing the up or down directional button. Pressing the △ button or [+] on the numeric keypad when viewing the log window history allows you to select a single chat channel to display. However, the viewing area is limited when using this filtering feature.

Date and Weather

When the time display is on, the elemental attributes of the current date and weather will appear near the compass in the lower left corner of the screen. You can toggle the display of this information on or off by selecting "Current Time" from the menu. The elemental attributes of the date and weather will affect magic attacks during battle. Certain types of weather can increase in strength. At such times, these weather conditions are indicated by two weather icons, allowing you to confirm that the weather is stronger than normal.

HEALING

Pressing the L3 button or [Ctrl] or [Alt] and the [H] key while not targeting anything will cause your character to begin healing. HP and MP gradually recover at a fixed rate during the healing process. After a certain period of time, they will fully recover. However, if you are attacked by a monster or move while you are healing, the process will be interrupted. You can press the L3 button or [Ctrl] or [Alt]and the [H] key a second time to interrupt the healing process yourself.

DIFFERENT CHARACTERS

In the world of FINAL FANTASY XI, you will encounter many other characters as you travel: Non-Player Characters ("NPCs") controlled by the computer, Player Characters ("PCs") controlled by other players such as yourself, and even dangerous monsters. You can tell who's who at a glance by looking at the color of their names above their heads.

Friendly NPCs: green
(shopkeepers, for example)

PCs: white
(party members: light blue;
those seeking parties: purple;
players who have set their status to anonymous: blue.)

Monsters: yellow
(those being fought by yourself or a member of your party: red;
those being fought by a third party: pink;
those being fought by someone who is calling for help: orange;
pet monsters: light blue.)

Try pressing the confirm button when any of the above are on the screen. A marker (target cursor) will appear over the head of the nearest character. You have just "targeted" the character. If there are other PCs or NPCs in the area, try pressing the directional button in their direction. You will see the marker move, starting with the character that is closest to your position on the screen. You can move while you are targeting another character. Press the cancel button to deselect the target. In FINAL FANTASY XI, targeting is an important skill that is fundamental to most forms of communication, so be sure to master it.

TARGETING AN NPC OR PC

Target the character with whom you wish to communicate (refer to section above).
Press the confirm button.

If the target is an NPC:

A dialog event will occur. You cannot communicate freely with the NPC, and will move into "dialog event mode."

Tarun
Bryaid : Here, in the Markets, they sell instruments, jewelry, weapons, armor, goods... Anything anyone could ever want!
Bryaid : The future of this city is as bright as mine! Jewelry, weapons, armor, goods... Anything anyone could ever want!

If the target is a PC or monster:

The action command menu will appear in the bottom left corner of the screen. See next page for more information.

Locking On To Targets

Press the L3 button or [*] on the numeric keypad while you have another PC, NPC, or monster targeted. The border of the target window will become red, indicating that you have locked on to the target. When you are locked on to a target, you will always face the targeted character, even if they move. Press the L3 button or [*] key again to turn off the target lock.

Auto-Follow

To automatically follow a character to a destination, target and lock on to the PC, and press the L1 button or [7] on the numeric keypad to toggle autorun on. You will automatically follow the other PC. If the PC stops running, your character will stop as well.

THE ACTION COMMAND WINDOW

The window that allows your character to interact with the game world is called the action command menu. The action command menu will appear in the lower left corner of your screen when a character is targeted (including yourself). The commands that appear vary depending on the situation:

1. Targeting another PC and pressing the confirm button
2. Targeting an enemy monster and pressing the confirm button

1. Action Commands while Targeting PCs

Chat

Pressing the right directional button opens the chat window and allows you to select a chat mode (➡ p. 102) Pressing the confirm button again opens the chat mode input window. You can also target another PC and press the confirm button twice to open the input window and send a "Tell" message directly.

Magic

Press the right directional button to select a spell, then target the PC on whom you wish to use the spell. Press the confirm button to activate the spell. Some spells cannot be used on other PCs.

Abilities

Pressing the confirm button opens a list containing four commands: "Job Abilities," "Weapon Skills," "Ranged Attacks," And "Pet Commands." (➡ p. 125)

Items

Select an item, choose a target for the item, and press the confirm button to use the item on that target.

Trade

Allows you to trade items or equipment with the targeted PC. For more information, please refer to the "Trade" section of the main menu. (➡ p. 112)

Check

If you are targeting a PC, this command displays the items the PC has equipped. You can also look at the list of items they are selling in their bazaar. (➡ p. 119)

- If the PC you are targeting is in "Seek Party" status, the "Invite" command (➡ p. 110) will appear between "Trade" and "Check."

2. Action Commands while Targeting Enemy Monsters

Please refer to "Battles." (➡ p. 124)

- In addition to the above, there are additional action command menu selections when riding a chocobo (➡ p. 99) and fishing. (➡ p. 100)

SHOPS

In Vana'diel, you will encounter various shops that sell armor, weapons, and items in city areas. There are also people selling things out in the open. When you encounter an NPC who is running a shop, target them and press the confirm button.

Making Purchases

When you talk to an NPC who is running a shop, "Buy" and "Sell" choices will appear above the upper left of your log window. Select "Buy." A list of items for sale will appear. Select an item, press the confirm button, and choose "Buy" to purchase the item. If the shop gives you the option to buy multiple quantities of the same item, use the directional buttons to select a quantity, press the confirm button, then choose "Buy" to complete the transaction.

Selling Items

To sell extra items that you have collected, select "Sell" and a list of your items will appear. Select the item you would like to sell and press the confirm button. The price offered for that item will appear. If you wish to sell the item for the offered price, press the confirm button and choose "Sell" to complete the transaction. (If you have more than one of the selected item, you will first be able to select the quantity to sell with the directional buttons.)

In addition to shops, you will also find "Guilds," which are places that sell materials that can be used for item synthesis. (➡ p. 136)

NOTE: Taking In-Game Screenshots

You can save images of the game screen onto your HDD.

Using the DUALSHOCK®2 analog controller:

1. Press the SELECT button to hide the game's windows.
2. Press and hold the R2 button to display the copyright information on the bottom of the screen.
3. Continue holding the R2 button and press the R1 button to take the screenshot.

Using a USB keyboard:

1. Press the [Scroll Lock] key to hide the game's windows.
2. Press the [Print Screen] key to take the screenshot.

- You cannot take screenshots without first hiding open windows as described above.

Use the PlayOnline Viewer's File Manager to view, delete, or e-mail your screenshots. It is located within "Navigator" on the PlayOnline Viewer main menu. You can store up to 99 screenshots on your HDD. Once you have reached the maximum number of screenshots, you cannot take additional screenshots. Delete unnecessary shots from the File Manager and try again.

Occasionally, screenshots will appear too dark when displayed on personal computer monitors. You may adjust the brightness level using third party graphics software.

All FINAL FANTASY XI screenshots are copyright of Square Enix Co., Ltd. To protect your privacy and the privacy of other players, please ensure that you are in compliance with the PlayOnline privacy policy before taking any screenshots. The privacy policy can be found at the back of this owner's manual and in the PlayOnline Viewer's "Rules & Policies" section.

Furthermore, it is strongly recommended that you hide all character names before taking any screenshots. The text command "/names" toggles the display of character names on or off. (➡ p. 105)

MOG HOUSES

Mog Houses are safe places that allow players to take a rest from their travels and adventures. Each city has a residential area (marked on the city maps). These areas contain personal Mog Houses for each player. For example, if your character's allegiance is to Bastok, a Mog House will automatically be created in the residential area of Bastok for you.

When you finish creating your character and logging into the game, look for the residential area of your city. When you enter the residential area, the screen will go dark for a moment, and your character will appear inside your personal Mog House. You cannot invite other players to your Mog House. Speak to the NPC guards that stand at the entrance to the residential area for an explanation about Mog Houses. Using your Mog House effectively can make your gameplay experience even more enjoyable.

Leasing a Rent-a-Room in Another Country

In other countries, you can lease a Rent-a-Room at no charge. For example, if your allegiance is to Bastok and you travel to Windurst, you can speak to the guard at the gate of the Windurst residential area to learn how to lease a Rent-a-Room there. You can lease one Rent-a-Room in another country, allowing you to have a total of two residences: a Mog House in your home country, and a Rent-a-Room in another country. If, after leasing a Rent-a-Room in Windurst, you travel to San d'Oria and wish to lease a Rent-a-Room there, talk to the guard at the gate of the San d'Oria residential area. The guard will allow you to cancel your Rent-a-Room lease in Windurst.

CAUTION!

If you lease a Rent-a-Room in another country, a moogle will move any items stored in the Mog House in the country of your allegiance to the new Rent-a-Room. This means that if you are from Bastok, are leasing a Rent-a-Room in Windurst, and you return to Bastok, you will be unable to access any of the gil or items that you had previously stored there; the moogle has moved everything to Windurst. In this case, you can speak to the guard at the entrance to the residential area to cancel leasing the Rent-a-Room in Windurst. A moogle will then return all of your items and money to your Mog House in Bastok.

When you enter your Mog House for the first time, your own personal moogle will explain the Mog House's features:

Recover HP / MP

You will fully recover all HP and MP simply by walking into your Mog House.
If you open open the main menu while in your Mog House, "Mog House" will replace the "Map" command. Selecting "Mog House" and pressing the confirm button opens a list of additional commands: "Mog Safe," "Storage," "Delivery Box," "Change Jobs," "Gardening," "Layout," and "Tribune."

Mog Safe

Selecting "Mog Safe" opens your inventory and the Mog Safe window. Choose an item from your inventory and press the confirm button to place it in the Mog Safe for safekeeping. There is a limit to the number of items that can be stored in your Mog Safe. To reclaim items from your Mog Safe, select this option, then select the items and press the confirm button to return the item to your inventory.

Storage

Furniture placed in your Mog House using the Layout command gives you access to extra storage space. Items stored in Storage can only be accessed from your Mog House. The Storage menu is unavailable at Rent-a-Rooms and when using the Nomad Moogle service.

Delivery Box

You will encounter delivery people in various places throughout the world of Vana'diel. Talking to them will open an item window. You can send items, equipment, and gil to other player characters by entering their names into the window. In your Mog House, you can check your delivery box for items you have received from other players. If you don't need an item that has been sent to you, you can discard it or return it to the sender.

Change Jobs

Normally, you can only change jobs while inside your Mog House. You can freely switch between any of the six standard jobs. Once you meet certain requirements, you will be allowed to select from extra jobs as well.

Changing jobs unequips everything that your character is wearing, so you will need to re-equip afterwards. Please refer to "Equipping Weapons and Armor." (➡ p. 108) If you switch back to a previous job, the weapons and armor your character had equipped for that job (except for items that have been discarded) will be automatically re-equipped on your character. Additionally, once you meet certain requirements, you will be able to select a support job. (➡ 121)

Gardening

In your Mog House, you can plant seeds in flowerpots to cultivate plants. Over time, your plants will sprout, flower, produce fruit, and finally die. Once a plant has fully grown, you can harvest various items from it.

- Even if you are using a Rent-a-Room in another country, you can still use gardening commands through your moogle.

How to Garden

1. Acquire a flowerpot and a bag of seeds. There are various types of seeds.
2. Use the "Layout" command to place the flowerpot in your Mog House. Place the bag of seeds in your Mog Safe. You can place up to ten flowerpots in your Mog House. Each pot can accommodate one bag of seeds.
3. Select a flowerpot and press the confirm button. The following list of commands will appear:

Examine

This command asks your Moogle to use the log window to display the current growth level of your plants. If you don't examine your plants regularly, they will stop growing. If left in this state, the plants will eventually die, so make sure to examine them on a regular basis.

Plant Seeds

This command can only be used on empty flowerpots. It allows you to select one of the seeds that you have stored in your Mog Safe and begin the gardening process.

Feed Crystal

This command appears once a plant has reached a certain growth level. It allows you to feed crystals, which act as fertilizer, to the plant. You can only feed one crystal at a time to the plant. Feeding crystals to plants can change them in interesting ways.

Harvest

Used for plants that have produced fruit. Harvesting from a plant that has produced fruit will yield a variety of organic items depending on the seeds and crystals used. The flowerpot will be emptied so that you can use it again.

Dry Flowers

Stops the growth of your plant, allowing you to preserve it for use as a flower arrangement. You cannot reverse the process, so be careful when selecting this command.

Empty Pot

Stops the gardening process for a plant and empties the flowerpot so that you can use it again. You cannot reverse the process, so be careful when selecting this command.

Layout

Decorative items such as furniture and artwork can be obtained as you proceed through the game. These items can be used to decorate your Mog House. First, store the item in your Mog Safe, then select "Layout" from the "Mog House" menu and press the confirm button. The screen will switch to an overhead grid view of your Mog House. Press the confirm button again to open the Mog Safe window. Select the item you would like to place, move it to an appropriate location within the grid, and press the confirm button to place it.

- Items such as beds and bookshelves can be rotated 90 degrees during placement by pressing the ◉ button or [–] on the numeric keypad. This allows you to rotate the item to a desired orientation before placing it in the room. You can relocate or remove furniture that you have placed in your room. There is a wide variety of furniture available in the world of FINAL FANTASY XI. Use it to create a fully customized Mog House!

Tribune

Allows you to view the "Vana'diel Tribune" which contains news of events throughout the world.

RIDING CHOCOBOS

Each town contains a Chocobo Stable that allows you to rent chocobos. You must first clear a certain quest (➡ p. 118) before you are allowed to rent chocobos.

When you rent a chocobo, your character will appear in the wilds (➡ p. 89) near the entrance to the city. You cannot ride chocobos inside towns or dungeons. Chocobos are controlled using the left analog stick or numeric keypad of the USB keyboard.

Rules for Riding Chocobos:

- You cannot engage in battles while riding a chocobo.
- You can only ride a chocobo for a certain period of time. You will automatically dismount the chocobo once your time runs out.
- You cannot use items while riding a chocobo (however, you can arrange your item list or discard items).
- You cannot use magic while riding a chocobo (however, you can arrange your magic list).
- You cannot use abilities while riding a chocobo (however, you can arrange your ability list).
- You cannot fish (➡ p. 100) while riding a chocobo.
- The "Dismount" command will be added to the action command menu.
- You cannot get back on a chocobo once you have dismounted.
- You can change areas while riding a chocobo (you must choose "Dismount" before entering a dungeon or town).
- You will automatically dismount the chocobo if your HP are reduced to 0.
- The "Dig" command will be added to the action command menu. (For more information, please refer to the "Digging with Chocobos" section below.)
- If you target a monster while riding a chocobo, the "Attack" command will appear on the action command menu. This will allow you to dismount and auto-attack the monster.
- You cannot heal, log out, return to the PlayOnline Viewer, or trade while riding a chocobo.

DIGGING WITH CHOCOBOS

If you select "Dig" from the action command menu while riding a chocobo, your chocobo will dig a hole on the spot. If you're lucky, you may find an item. You may occasionally unearth items of surprising value.

Rules for Digging With Chocobos:

- You can only dig in earth, grass, sand, or shallows.
- You must be riding a chocobo in order to dig.
- You must have food (bunches of gysahl greens) in order to dig. One bunch of gysahl greens is required for each hole you wish to dig.

FISHING

There are various places in the world of Vana'diel where you can enjoy the sport of fishing. You can use the fish you catch for all sorts of things—even item synthesis.

Before You Begin:

To begin fishing, you must obtain a fishing rod along with bait or a lure. Once you have these items, open the equipment screen (➡ p. 108) by selecting "Equipment" from the main menu. Equip the items in the following locations:

Rod: Ranged weapon slot
Bait or lure: Ammo slot

Once you have equipped both items, head for a lake, pond, or beach. The following conditions must be met in order for you to fish.

Conditions for Fishing:

- You must have a clear view of the water, with nothing blocking you.
- You cannot be in the process of healing or logging out.
- You cannot be in the middle of a trade (➡ p. 112) with another PC or NPC. If you begin fishing while in the middle of a trade, the trade will be cancelled.
- You cannot be riding a chocobo.
- You cannot be fighting a monster.
- You must be targeting yourself or not targeting anything.

Once you are properly equipped and meet the above requirements, open the action command menu, select "Fish," and press the confirm button. You will begin fishing. Press the confirm button to pull your line out of the water and stop fishing. If you get a bite, a message will appear in your log window. Press the confirm button if you want to try to reel it in. If you want to let it go, simply wait. The result will appear in the log window. You will lose one piece of bait every time you get a bite. You can use artificial bait such as lures or flies over and over again, but you will lose them if your rod or line breaks.

You will be unable to open the main menu or action command menu until you stop fishing. Additionally, you will be unable to use any macro commands. You can open the input window to send messages, but you can only switch chat modes by using a text command. Press the cancel button at any time to stop fishing.

MINING, HARVESTING, AND LOGGING

You can obtain valuable ore, plants, and other materials in Vana'diel.

Mining

To mine from one of Vana'diel's mines, target a Mining Point, select a pickaxe from the "Items" menu, and use it. Alternatively, you can open the "Trade" menu and select the pickaxe for the same effect. You may occasionally find extremely rare ore.

Harvesting

Harvesting is similar to mining. Target a Harvesting Point in a grassland area and use a sickle. Alternatively, you can open the "Trade" menu and select the sickle for the same effect.

Logging

In addition to the above, you can also target specific trees in Vana'diel and use a hatchet to obtain wood. Alternatively, you can open the "Trade" menu and select the hatchet for the same effect.

At each town's auction house, you can bid on items placed up for auction by other player characters, or sell items yourself. First, target one of the auction counters and press the confirm button. A menu will appear that allows you do the following:

BIDDING IN AUCTIONS

Select "Bid" and press the confirm button to display the following list of categories: "Weapons," "Armor," "Scrolls," "Medicines," "Furnishings," "Materials," "Food," "Crystals," and "Others." Select a desired category and press the confirm button. Some categories are further divided into sub-categories. Select the desired sub-category and press the confirm button.

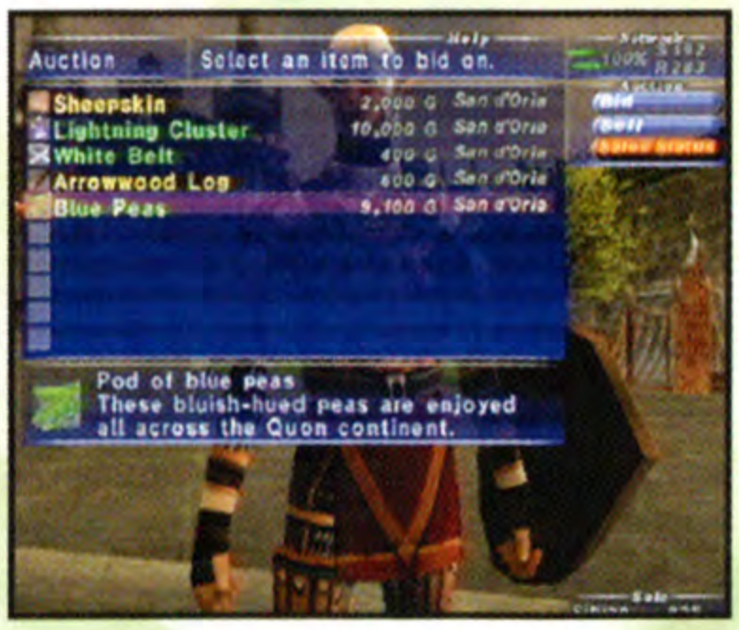
When you select a sub-category, you will be shown a list of items currently up for auction and items that were previously sold. Select a desired item and press the confirm button to display the "Price History," "Bid," and "Sort" options.

Price History

Shows recent transactions involving the currently selected item.

Bid

Chooses a bid price and places a bid. Select the desired purchase price with the directional buttons and press the confirm button. If your bid is high enough, you will immediately receive the item and it will be placed in your inventory. If your bid is less than the reserve price, a message will be displayed.



NOTE: Regarding Bids

At the auction house, the first player character to enter a price higher than the reserve price set by the seller will gain precedence in all transactions. Bidders cannot see the reserve price set by the seller.

AUCTIONING ITEMS

Select "Sell" and press the confirm button to display your inventory. Select the item that you wish to auction and press the confirm button. The auction fee will be displayed. If you accept the fee, enter the reserve price. If your item fails to receive any bids, it will be returned to the Delivery Box in your Mog House.

Sales Status

Select "Sales Status" and press the confirm button to view the names and prices of the items that you are currently selling at the auction house. You may auction up to seven items at a time. Names displayed in green indicate items that are being sold at the auction house you are currently in. Names displayed in gray indicate items that are being sold in another nation's auction house. Names displayed in yellow indicate items that have been sold. Names displayed in red indicate auctions that have ended without a sale. If the item name appears in green, you can press the confirm button to view the price history or stop the sale. (You can only check the status or cancel the sale of an item from the same auction house in which it is being sold.) If an item is sold at auction (i.e., the item name appears in yellow), the payment will be delivered to the Delivery Box in your Mog House. If an auction ends without a sale (i.e., the item name appears in red), the item will be returned to the Delivery Box in your Mog House. The Sales Status list only indicates the status of your merchandise on auction. Returned items will not disappear from the list even after you take them out of your Delivery Box. You must manually acknowledge receipt of each sold and returned item on your Sales Status list. If you do not, the items will remain as-is in your seven sales slots, preventing you from listing new items for auction.

CHAT

In FINAL FANTASY XI, you can use the log window to converse (chat) with other players who are logged into the game. By chatting with other players, you can form parties, discuss game strategies, and more.

Bishop
Shiroro
can't be that tough
Bishop : Do you think we can fight that goblin that lurks outside these gates?
Shiroro : If you wantaru.
Maya : I heard he has a rare key.

During chat, text is entered into the input window that appears at the bottom of the screen. Press the R1 button on the controller to open the input window and make the software keyboard appear. Press the R1 button again or select the "Close" command to close the input window. When using a USB keyboard, press [Space bar] or any letter key to open the input window. The current chat mode is displayed directly above the input window.

A USB keyboard is recommended for text entry, as it is generally faster and easier than using the controller.

THERE ARE FIVE CHAT MODES IN FINAL FANTASY XI:

Say

Used for speaking openly to any PCs in your immediate vicinity. "Say" text will appear in white. **EXAMPLE:** Exchanging greetings with the PCs near you when you log into the game.

Shout

Used when you need to be heard over a wider area than "Say." "Shout" text will appear in pink. **EXAMPLE**: "Shout" can be used when you are publicly searching for party members.

Tell (One-on-one conversation)

"Tell" allows you to communicate with a specific PC regardless of the distance or areas separating the two of you. It cannot be heard by other players. "Tell" text appears in purple, and with the sender and receiver clearly identified. When you receive a "Tell" message, you will see "Other PC's name ➡ Message" in your log window. When you send a "Tell" message, you will see " ➡ Other PC's name: Message" in your log window. **EXAMPLE:** "Tell" can be used to invite a specific PC into your party.

Party

"Party" allows you to communicate with the members of your party regardless of the distance or areas separating you. It cannot be heard by players who are not in your party. If your party is part of an alliance, (➡ p. 111) alliance members will be included in the "Party" chat as well. "Party" text appears in blue. **EXAMPLE:** "Party" can be used to decide on a meeting place when party members are spread out over a wide area.

Linkshell

The "Linkshell" chat mode allows you to communicate with a group that has been formed using a "linkshell." (➡ p. 114) "Linkshell" chat is effective regardless of the distance or areas separating the group members, and can only be heard by members of the linkshell group who have equipped linkpearls. "Linkshell" text appears in light green. **EXAMPLE:** "Linkshell" chat can be used to find people in your linkshell group to join a party.

SELECTING THE CHAT MODE AND ENTERING TEXT

There are several ways to select or change chat modes. Choose the method that works best for you.

Method 1 - (Recommended for players who use a controller as their main control method)

Target a player character and press the confirm button to make the action command window appear. Move the pointer to "Chat" in the action command menu and press the right directional button. If you would like to chat in "Say" mode, move the pointer to "Say" and press the confirm button. The "Say" mode input window will appear, allowing you to enter text. When using a USB keyboard, as long as you do not change the chat mode, you can open the "Say" mode input window simply by typing any letter key besides the [Space bar]. You can select other chat modes in the same way. However, the "Linkshell" mode can only be selected if a link item (➡ p. 114) has been equipped. This is the default method for all chat modes other than "Shout."

TIP: If you target a PC, open the chat mode window, and select "Tell," you will automatically begin chatting with the targeted PC (in other words, the "Current Tell Target" will become the targeted PC). You can also choose a target from among the players with whom you have previously chatted using "Tell" by pressing the up or down directional buttons.

Method 2

If you are in a chat mode other than "Say," enter "/say" then a space, and then the text. You will speak it in "Say" mode. However, be aware that this method of chatting does not change the chat mode setting. The next time you open the input window, the chat mode will revert to what it was before. However, you may find Method 3, "command input" (described below), even easier to use. You can enter chat text for the other modes in the same way by typing /shout, /tell, /party, or /linkshell. (When using the "Tell" mode, however, you must enter /tell, a space, the name of the PC with whom you wish to chat, another space, and then the chat text.) NOTE: PC names are not case-sensitive.

Method 3 - (Recommended for players who use a USB keyboard as their main control method)

You can enter shortcuts for chat commands on a USB keyboard. For example, to chat using the "Say" mode, press [Ctrl] or [Alt] and the [S] key to open the "Say" input window. Once you get used to it, this is the fastest, easiest way to change chat modes.

Tell Mode

To chat using the "Tell" mode, press [Ctrl] or [Alt] and the [T] key to open the "Tell" input window. When you see /tell and a space, enter the name of the PC with whom you wish to chat, then another space, and then the text you wish to say. To send a "Tell" message to a PC who you just chatted with, press [Ctrl] or [Alt] and the [R] key to send a reply. The PC's name will automatically appear in the input window. You can cycle through the names of other PCs with whom you chatted by "Tell" by repeatedly pressing [Ctrl] or [Alt] and the [R] key.

Party Mode

To chat using the "Party" mode, press [Ctrl] or [Alt] and the [P] key to open the "Party" input window.

Linkshell Mode

To chat using the "Linkshell" mode, press [Ctrl] or [Alt] and the [L] key to open the "Linkshell" input window.

- You cannot use this method for the "Shout" chat mode.
- You can enter other commands using a combination of the [Ctrl] or [Alt] keys and a letter key as well. (➡ p. 84)

Setting a Chat Mode as a Default

Method 1, shown on the previous page, is one way to set a chat mode as a default, but there is another way to do this as well. When the input window is open, enter "/chatmode [name of chat mode]" (without the quotes) and press the confirm button.

- Entering /chatmode tell [name of PC] sets /tell [name of PC] as the default.
  Once you do this, the entered chat mode will be set as the default whenever you open the input window. However, please be aware that you cannot set "Shout" as the default chat mode.

If you choose the incorrect chat mode, you may find that you aren't reaching the PC with whom you want to talk, or that your speech is being heard by PCs who shouldn't. Make sure to always check the chat mode in the input window before sending a message.

Chatting Directly from the List

You can search for PCs using the Search or Linkshell features and chat with them directly in "Tell" mode. Select the name of a PC that appears in a search list and press the confirm button. A command window with the choices of "Tell," "Send Message," and "Invite" (for inviting them to join your party) will appear in the upper right of your screen. (If the PC is in another area, however, the "Invite" choice will not appear.)

Tell

Allows you to talk directly to the selected PC. Press the confirm button to display the input window on the bottom of your screen. Then, enter the text you would like to say.

Send Message

Select a PC from the search list, select "Send Message," and press the confirm button to display that character's name. Press the confirm button again to send a "Let's be friends!" message to the player. Once the player is registered on your Friend List, selecting "Send Message" and pressing the confirm button allows you to send a message to the player's PlayOnline message box. However, you cannot format the text into paragraphs when using FINAL FANTASY XI. Please refer to "The Friend List." (➡ p. 115)

Invite

Press the confirm button to invite the PC to your party (PC must be in your area). (➡ p. 110)

TIP

You can use the auto-complete feature to finish typing words that you have started to enter. For example, type the letter "A." Press the START button or [Tab] key, then the confirm button. A list of commonly used game-related words that begin with "A" will appear. Use the directional buttons to select a word and press the confirm button to enter it as text. Text that is written completely with the aid of the auto-complete feature will also be automatically translated into the receiver's language. That is, if you use auto-complete, a person reading your chat text using a Japanese version of FINAL FANTASY XI will see your message in Japanese. It's just like a multi-language phrase book!

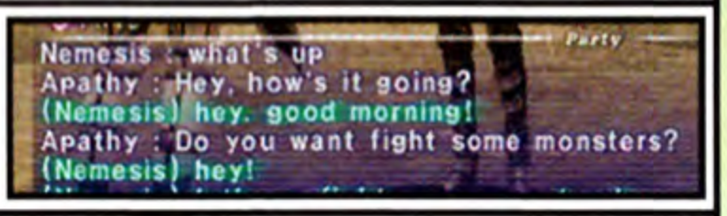
TEXT COMMANDS

You can make your character perform various actions by using text commands. If you are using a USB keyboard, press the [Space bar] to open the input window, enter one of the commands listed below, and press the confirm button. This allows you to quickly execute commands without using the analog controller to navigate the on-screen menus.

Pressing the [/] key, which is located to the left of the right-hand [Shift] key, opens the input window. The / will automatically appear in the input window, so you may enter a text command directly. To cancel entering the command and enter chat text, simply delete the /.

- You must begin all text commands with a "/" character. Commands that can be used even if your character has fallen in battle are displayed on a yellow-green background, while those that cannot appear in yellow. The following is not a complete list of text commands, and more may be added in future updates. To view an up-to-date list of commands, refer to the "Quick Manuals" section located within the PlayOnline Viewer.

COMMANDS:

/?	Displays a list of all command names in the log window.
/? (space) command name	Displays the help message associated with that command. Ex: If you want to know more about the /linkshell command, enter "/? linkshell" and press the confirm button.
/say (space followed by text)	Speaks in "say" mode (➡ p. 100).
/shout (space followed by text)	Speaks in a loud voice (➡ p. 102). Has greater range than "Say."
/tell (space, PC name, space, text)	Sends a one-on-one message to the targeted PC. PC names are not case-sensitive.
/party (space followed by text)	Speaks to all members of your party.  Party Nemesis : what's up Apathy : Hey, how's it going? (Nemesis) hey. good morning! Apathy : Do you want fight some monsters? (Nemesis) hey!
/linkshell (space followed by text)	Speaks to all members of your linkshell group.
/emote	Emotional display. Example: typing "/emote feels sleepy" will display "(PC name) feels sleepy" in the log window. /emote messages have the same range as "say" messages.
/logout	Logs the player out of FINAL FANTASY XI.
/search	Performs a player search.
/playlog (or /playtime)	Displays the total amount of time played.
/clock	Displays the current time (both Earth time and local Vana'diel time).
/pol	Temporarily returns you to the PlayOnline Navigator.
/smes	Displays the name of the World that you are in and the current system message.

BATTLE-RELATED COMMANDS:

/attack (or /a)	Launches an auto-attack against the target ("/attack off" disengages from battle).
/lockon	Locks on to the currently selected target.
/magic (or /ma)	Uses magic. /ma "(spell name)" (target name) can be used as a macro.
/weaponskill (or /ws)	Uses a weapon skill. /ws "(weapon skill name)" (target name) can be used as a macro.
/jobability (or /ja)	Uses a job ability. /ja "(ability name)" (target name) can also be used as a macro.
/range (or /ra/,/shoot,/throw)	You must also enter a space and a target name. Launches a ranged attack against the target.

TIP

When you are recording a macro, (➡ p. 120) you can abbreviate "target" as <t> and yourself as <me>.

EXAMPLES: A macro for using the Cure spell on yourself: **/ma "Cure" <me>**
A macro for telling your party members your current TP level: **/p <tp>**
A macro for telling your party members the coordinates of your current position: **/p I am at <pos>**

In addition, you can use <p0> - <p5> to target any of the other PCs in your party, or <a10> - <a15> to target upper alliance members 1 through 6 and <a20> - <a25> to target lower alliance members 1 through 6.

PARTY-RELATED COMMANDS:

/partycmd (or /pcmd)	Party command, which is followed by a space and one of the following:
leave	Leaves the current party.
add	Adds the targeted character to the party (can only be used by leaders).
kick (space, character name)	Removes the character from the party (can only be used by leaders).
breakup	Disbands the party (can only be used by leaders).
/join	Accepts an invitation to join a party or alliance.
/decline	Declines an invitation to join a party or alliance.
/invite (or /inv)	Toggles your character's "Seek Party" status on or off.
/autogroup	Toggles the "Autogroup" feature on or off.

PLAYONLINE-RELATED COMMANDS:

/online	Sets your online status (➡ p. 41) to "Online."
/away	Sets your online status to "Away."
/busy	Sets your online status to "Busy."
/invisible (or /hide)	Sets your online status to "Invisible."
/anon	Toggles your privacy setting (hides your job and level information from other players) on or off.

OTHER COMMANDS:

/target (or /t) (space, target name)	Targets the specified character.
/targetpc	Targets the closest PC (player character).
/targetnpc	Targets the closest NPC (non-player character).
/help	Issues a call for help during battle.
/blacklist add (space, target name)	Adds the specified character to your blacklist. Once added, all text generated by that character will be hidden from your view.*
/blacklist delete (space, target name)	Deletes the specified character from your blacklist (so you can see their text).
/names on	Toggles the display of character names on or off.
/automove	Toggles the "autorun" setting on or off.
/fish	Begin fishing (➡ p. 100)
/follow	Follows the currently selected target.
/random	Generates a random three-digit number and shows it to PCs in your vicinity.
/befriend	Sends a "Let's be friends!" message to specified PC through PlayOnline.

*** The blacklist is handled separately from your Friend List.**

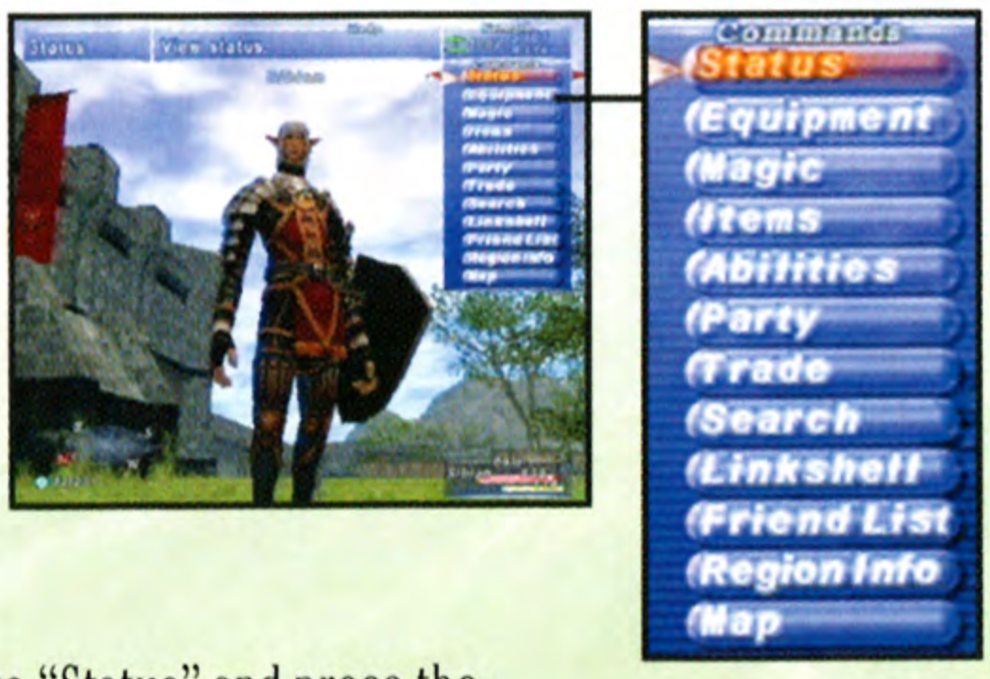
EMOTE COMMANDS:

The following commands are used to express emotions. Use a USB keyboard to enter them and press the confirm button to display the emote in your log window. Some emote commands are also expressed using motions. Try them for yourself and see!

/bow
/point
/salute
/kneel
/laugh
/cry
/no
/nod (or /yes)
/wave
/farewell (or /goodbye)
/welcome
/joy
/cheer
/clap
/praise
/smile
/poke
/slap
/psych

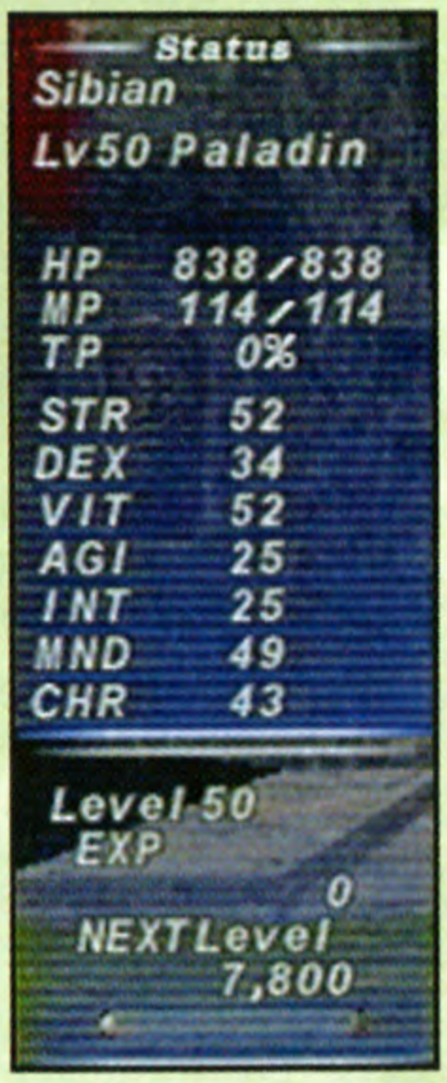
/blush
/angry
/disgusted (or /upset)
/muted
/doze
/panic
/grin
/dance
/think
/fume
/doubt
/sulk
/stagger
/sigh
/comfort
/surprised
/amazed
/stare
/sit

During the game, press the ● button or [-] on the numeric keypad to open the main menu. Once the main menu is open, you can use the up and down directional buttons to highlight an item. The main menu is broken up into two pages. Press the left and right directional buttons to switch between the two pages.



1. STATUS

Allows you to view your character's current stats. Move the cursor to "Status" and press the confirm button to display the status windows. These windows allow you to check your character's current stats at a glance. The upper left status window contains the following statistics, in order from top to bottom:



Main Job Name and Level
Support Job Name and Level (if set)
HP (Hit Points)
MP (Magic Points)
TP (Tactical Points) (➡ p. 126)
STR (Strength)
DEX (Dexterity)
VIT (Vitality)
AGI (Agility)
INT (Intelligence)
MND (Mind)
CHR (Charisma)
Current Job Level
EXP gained at current level
EXP required to level up

Status Menu

After selecting "Status" from the main menu, a smaller Status Menu will appear in the upper right corner of the screen, offering the following options:

Profile

Shows the race and allegiance of your current character.

Job Levels

Shows the current level for each job.

Combat Skills

Shows the current values for each combat skill. (➡ p. 135)

Magic Skills

Shows the current values for each magic skill. (➡ p. 136)

Craft Skills

Shows the current level and title for each craft skill. (➡ p. 136)

2. EQUIPMENT

You can highlight each equipment slot with the cursor to display the name and specifications of the currently equipped weapon or armor. Move the cursor over a slot and press the confirm button to show a list of items that can be used for that position. Use the cursor to highlight an item and view its stats. If you are satisfied, press the confirm button to equip the item.

Equipping Weapons and Armor

You can equip weapons and armor on the following slots. Generally speaking, each slot can be used for one item, though certain items may require multiple slots to equip.

The Equipment Slots:

Main (Main Weapon): One-handed and two-handed weapons
Sub (Sub-weapon): One-handed weapons, shields, etc.
Ranged (Ranged Weapons): Bows, boomerangs, Stand-alone throwing weapons, etc.
Ammo (Ammunition): Arrows, Stackable throwing weapons, etc.
Head (Head): Helms, hats, etc.
Neck (Neck): Necklaces, collars, etc.
Ear 1 (Left Ear): Earrings, etc.
Ear 2 (Right Ear): Earrings, etc.

Body (Torso): Clothes, armor, etc.
Hands (Both Hands): Gloves, bracelets, etc.
Ring 1 (Left Hand): Rings, etc.
Ring 2 (Right Hand): Rings, etc.
Back (Back): Capes, mantles, etc.
Waist (Waist): Belts, obi, etc.
Legs (Both Legs): Breeches, etc.
Feet (Both Feet): Shoes, greaves, etc.

Items that can be equipped will appear in white on the equipment list. Currently equipped items appear in green. If an item cannot be equipped due to a restriction of your current job or because you have not reached the item's required level, the item name will be listed in gray.

When the equipment list is open, you can press the confirm button or [+] on the numeric keypad to switch between displaying a list of items that correspond to the currently selected slot, or vice versa. When you select and confirm a piece of equipment for an equipment slot, an icon will appear in the slot. The illustration above shows a two-handed sword equipped in the main weapon slot.

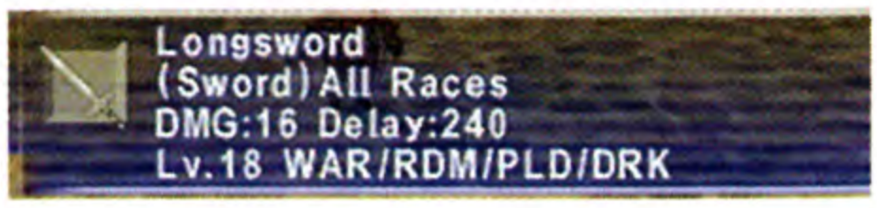
Your character will begin the game with basic equipment. Once you create your character and set foot into Vana'diel, check the Equipment screen, and equip a weapon and any other items you may need.

Rules for Equipment

Certain jobs and races have restrictions that limit the types of items that a character can equip. These restrictions will appear in a window beneath the equipment slots (see below). As shown in the screen below, "DMG: 16" indicates the amount of damage inflicted when this sword is used in battle. "Delay: 240" indicates the interval between attacks when used in auto-attack mode. (➡ p. 124) When armor is selected, the defensive ability is listed instead. Equipping certain accessories can change the status values displayed on the left side of the screen.

CAUTION!

Keep your job, level, and current equipment in mind when purchasing equipment in shops or auctions. Items that are listed for purchase in gray can be bought, but cannot currently be used by your character. Consider purchasing items listed in yellow (which can be equipped and used immediately).



The notation in the screenshot at the right indicates that the Longsword is a weapon that can be used by a character of any race, but that character must have the job of warrior (WAR), red mage (RDM), paladin (PLD), or dark knight (DRK) and must be at a minimum level of 18. Also, certain pieces of equipment will prevent you from equipping and using other pieces of equipment (for instance, you cannot equip a shield while using a two-handed sword.)

You can equip two types of weapons: a main weapon and a sub-weapon. In the case of warriors, the character's primary weapon is generally equipped in the right hand, while the left hand is used for a shield. Certain combinations of races and jobs will allow your character to use one weapon in each hand, or a two-handed weapon. (However, if both hands are holding weapons, you will be unable to equip a shield.)

3. MAGIC

In FINAL FANTASY XI, magic is usually learned by purchasing scrolls at magic shops. However, some scrolls aren't sold in shops and must be found elsewhere. Select "Magic" from the main menu to display a list of spells that you have currently learned. While the list is open, you can press the △ button or [+] on the numeric keypad to sort your spells. Select "Auto" to display the spells by name and category. Select "Manual" to arrange your spells in any order that you wish.

4. ITEMS

Displays a list of items that your character is currently carrying. There is a limit to the number of items that can be carried. You can sell or drop unneeded items, or store them in the Mog Safe at your Mog House.

Items that can be used will appear in yellow.

CAUTION!

If you move or are paralyzed while using an item, it will not take effect and the item will be lost. This also applies to magic scrolls.

For example, to use a potion, highlight it with the cursor and press the confirm button. You will be given the choice to "Drop" or "Use" it. Highlight "Use" and press the confirm button. A target must be selected before using the potion. Use the directional buttons to select a target, then press the confirm button.

You can also use the "Item" command on the action command menu to use recovery items on other player characters. While the item list is open, press the △ button or [+] on the numeric keypad to sort your items. Select "Auto" to sort the items by name and category. Select "Manual" to arrange the items manually.

• The "Item" command can also be accessed through the action command menu. (➡ p. 95)

5. ABILITIES

Select "Abilities" and press the confirm button to open the Abilities menu. This allows you to view a list of abilities that your character has learned. Abilities that affect only your player character can be used even when you are not engaged in battle.

Job Traits (➡ p. 132)

Job traits are passive abilities that are always in effect. Selecting this item displays a list of job traits that are currently in effect for your current job and support job.

Job Abilities (➡ p. 134)

Job abilities are skills that correspond to your current job and must be manually activated. Select "Job Abilities" to display a list of abilities that your character has learned. While this list is open, press the △ button or [+] on the numeric keypad to sort your abilities. Select "Manual" to arrange your abilities manually. Some abilities may be selected and used directly from the list.

Weapon Skills (➡ p. 135)

Displays a list of weapon skills that your character has learned. You can select and use weapon skills from this list during battle once your TP (➡ p. 126) exceeds 100%.

Ranged Attack (➡ p. 126)

Allows you to launch a ranged attack using weapons such as bows. Certain jobs cannot use ranged weapons.

6. PARTY

Adventuring by yourself is referred to as playing "solo," while adventuring in a group is referred to as playing in a "party." You will undoubtedly encounter monsters that are far easier to defeat when fighting in a group rather than by yourself. The ability to play cooperatively with other players is one of the most enjoyable features of playing an online game. Even if you're just a beginner, there's no need to be shy; feel free to seek a party right away. Once you've reached a certain level, you may find it enjoyable to invite beginners to your own party to give them a hand. Parties may consist of up to 6 players, and one of the members is set as the party leader. You will find the controls for joining, forming, and setting up parties under "Party" on the main menu.

How Do I Form a Party as a Solo Player?

If you want to join another party as a member:

Select "Party" from the main menu, then "Seek Party," and press the confirm button to signal to other players that you would like to join a party. A "Seek Party" icon will appear next to your character's name on the screen.

The "Seek Party" icon will appear next to the names of characters in search lists as well.

If another player targets you, or sees your desire to seek a party in a linkshell group or search list, you may receive a message in your log window asking you to join their party. (Both the person sending the invitation message and the recipient must be in the same area.) Select "Party" from the main menu and press the confirm button. You will be asked if you wish to join the party. Select "Join" to join the party. Select "Decline" if you wish to decline the invitation.

If you wish to stop displaying the "Seek Party" icon, select "Party" from the main menu, then "Play Solo," and then press the confirm button.

Your "Seek Party" status will be dropped when:

- You join a party
- You log out of the game

If you want to become a party leader and look for members:

There are several ways to search for party members.

Select "Party" from the main menu and then "Find Member." Press the confirm button to search and display a list of PCs who are in "Seek Party" status in your area. Select a PC name to send them an invitation message directly. (Also, as long as you are in the same area, you can use a regular search to look for PCs with the "Seek Party" icon next to their names, and invite them directly from the list as well.) You can also perform a "Search" and select "Current Area." Highlight a player's name and select "Invite." This will only work if the player is in the same area.

If you encounter a PC with the "Seek Party" icon next to their name, you can target them and send an invitation directly. Target the PC, open the action command menu, select "Invite," and press the confirm button. If they accept the invitation, a window with the PC's name will appear in the lower right area of your screen, indicating that they have joined your party.

As you form your party, a list of the members will appear in the bottom right area of your screen. The party leader is indicated with a yellow mark to the left of their name.

Autogroup

This command automatically forms a party from PCs who are in "Seek Party" status, have chosen "Autogroup" and are within two levels of each other. If the area you are in does not have enough potential members, the search range is broadened to the regional level. When you form a party with this command, you will not be asked to confirm that you wish to join a party. The leader is chosen at random by the system.

Languages

You can select from among "Japanese," "English," and "Bilingual" for the language to be used within your party. When you search for those in "Seek Party" status, their language setting will appear to the right of their name (J = Japanese; E = English). Make sure to confirm the language setting when you form a party.

NOTE:

The language is set to "Bilingual" by default.

Leaders

When you become a party leader, you will be able to access the following commands under "Party" on the main menu.

Find Member	(➡ p. 110)
Member List	Display a list of all party members
Distribution	Allows you to select between "Lottery" and "Quartermaster" systems for distribution of treasure (➡ p. 128)
Change Leader	Allows you to cede leadership authority to another player. Use the directional buttons to select the new leader from the member list on the bottom right of the screen, and press the confirm button to change.
Remove Member	Remove a member from the party
Disband	Disband the party
Alliance	(➡ p. 111)

Members

Party members other than the leader have access to the following commands under "Party" on the main menu. When you leave a party, please follow proper etiquette. Don't just drop out—let the other members know that you plan to leave.

Member List	Display a list of all party members
Distribution	Allows you to see the treasure distribution rules as decided by the leader
Disband	Allows you to leave the party

Alliances

"Alliance" allows you to form an alliance among multiple parties. Alliances can consist of up to three parties and a total of 18 PC members.

Forming an Alliance

The leader of party A targets the leader of party B. Then, the leader of party A selects "Party" from the main menu, then "Alliance." A message stating "[Character Name] invites you to form an alliance with his party" will appear in the log window of the leader of party B. The leader of party B then selects "Party" from the main menu, selects either "Join" or "Decline," and presses the confirm button. If they select "Join," an alliance will be formed.

When you form an alliance, the names of the alliance members will appear in the upper right of your screen. The person who sent the invitation is set as the alliance leader. The leader of the alliance is indicated with a white mark to the left of their name.

Distribution	Can only be set by the alliance leader.
Change Leader	If the party leader and the alliance leader are the same, they must cede the alliance leadership authority as well as their party leadership authority.
Disband	Parties cannot be disbanded when part of an alliance.
Alliance	If the alliance already consists of 3 parties, this choice will become "Dissolve." The alliance will be dissolved when the alliance leader selects "Dissolve" and presses the confirm button. If the alliance consists of only 2 parties, this choice will remain simply "Alliance."

Party Commands for Alliances

When an alliance has been formed, the "Alliance" command on the "Party" menu on the main menu will become "Dissolve" for the party leader (or leaders) other than the alliance leader. Selecting "Dissolve" allows a party to leave the alliance. Please be aware that there are differences between dissolving and leaving an alliance.

Logging Out

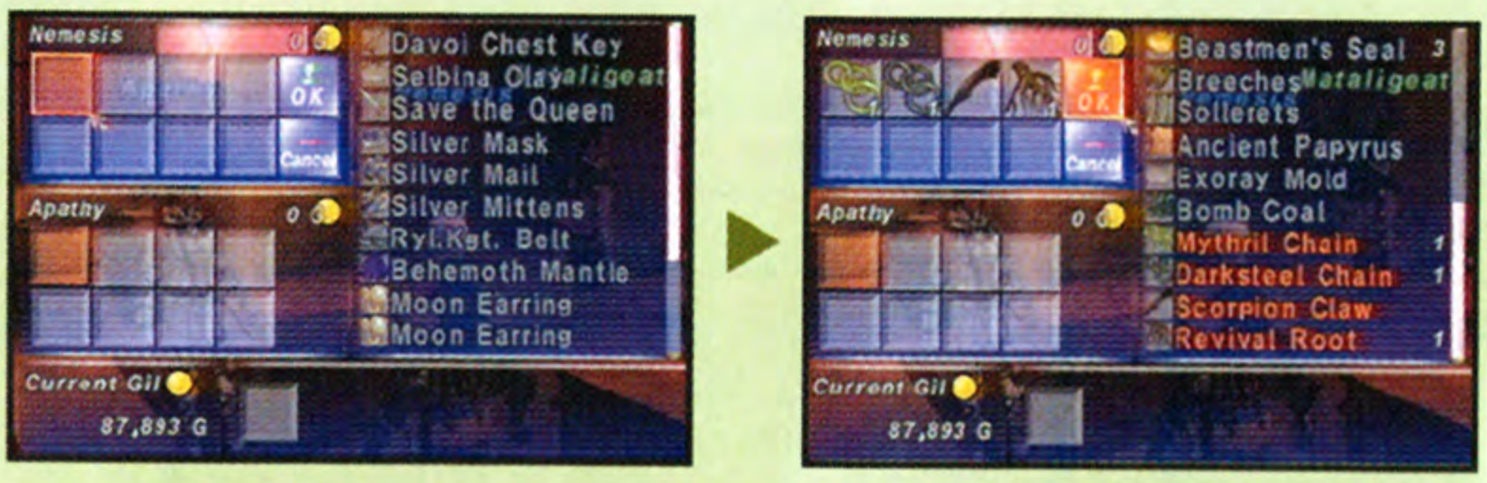
When a party member logs out of the game, they automatically leave their party as well. If the party leader logs out, another leader is decided at random from the remaining party members. The party will remain as long as even one member is online. The treasure pool (➡ p. 128) will remain as well. This is called a "solo party," and is not the same as "playing solo." Please be aware that if all party members log out, the party (and any alliance) will be dissolved.

7. TRADE

This allows you to exchange items, weapons, or armor with other PCs. You can also use "Trade" to exchange items with NPCs during quests.

Trading With PCs

First, target the PC you wish to trade with, open the main menu, and select "Trade." A message will be sent to the other player. The other player must also select "Trade" from their main menu to begin the trading process. (Both sides must agree to begin the trading process.)



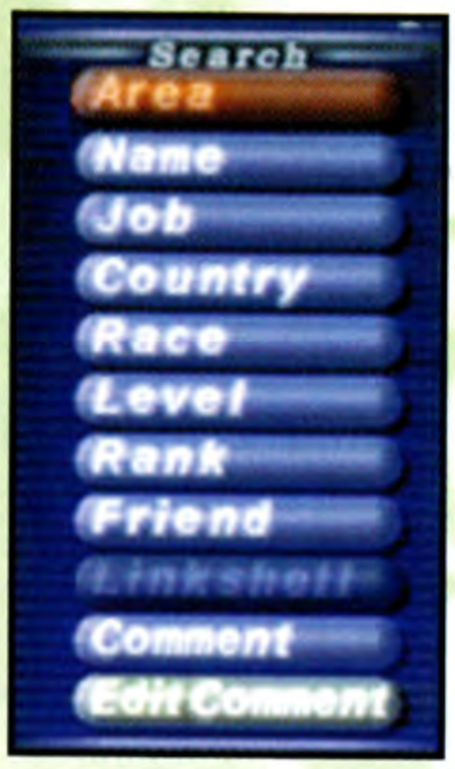
Select an empty slot in your the item window (your item slots appear on the upper left, while the other player's slots appear below). A cursor will appear in your item list. Select the item you wish to trade and press the "OK" button. An icon will appear in your slot window. (If the other player has an item to trade, it will appear in their slot window as well.) You can view the details of an item by highlighting it with the cursor. Once both sides select "OK" on their respective slot windows, the trade will be completed. If either side selects "Cancel," the trade will be cancelled.

Please be aware that changing the trade conditions will reset the process, even if one side has already selected "OK." Up to eight items may be traded at once. There is no requirement that the same number of items be exchanged; as long as both sides agree, you could exchange one item for another item, seven items for three items, or even eight items for nothing. Gil can also be traded between PCs.

Trading with NPCs

Highlight the NPC and select "Trade" from the main menu to open the item window. Select the item you wish to give to the NPC and select "OK." If the NPC does not need the item, it will be returned to you.

8. SEARCH



Allows you to set various search conditions to find other player characters in your World. You can further refine the results of your search by selecting additional search criteria. Once you find another PC with a search, you can send them a "Tell" message, (➡ p. 102) or if you are a party leader and in the same region, invite them to your party. (➡ p. 110) The search conditions are as follows. (With the exception of "Search by Area," all searches are limited to characters in the same area as you.)

Area

Allows you to search for another player character in any of the areas you have visited. If you wish to refine the search results, select the "Search Results" button at the top of the results window, specify further search criteria on the right side of the screen, and press the confirm button.

Name

Searches for a player character by name. If you do not enter a name, it will display a list of the player characters in your area.

Job

Searches for player characters by job.

Country

Searches for player characters by country of allegiance.

Race
Searches for player characters by race.

Level
Searches for player characters within a specified level range.

Rank
Searches for player characters by a selected mission rank.

Friend
Searches for player characters that are registered as your friends.

- This cannot be used if you have not registered any friends.

Linkshell
Searches for player characters you have established a linkshell group with, and have currently equipped linkshell items for the corresponding linkshell group.

- You must equip a linkshell to use this search.

Comment
Searches for players by comment. Using this feature, the player can search for other players who want to:

- Earn EXP ("EXP Party"),
- Clear missions and quests ("Missions & Quests"),
- Search for items ("Item Related"),
- Do other things, like travelling together, leave messages, etc. ("Others")

Edit Comment
Allows you to enter a message that will appear when your character appears in search results. There are four types of comments other players can search for: "EXP Party," "Missions & Quests," "Item Related," and "Others." Choose the type of comment you want to input and a text window will open on the bottom of the screen. Enter any message you like, then press the cancel button to close the text window. Once you have set a comment, it will appear in the log windows of other PCs who select your name in their search result lists. (Setting your privacy level to "Invisible" will cause your level to appear as "???" instead.)

Refining Search Results
If you wish to further refine the results of a search, highlight the “Search Results” button at the top of the search results window, and press the confirm button to select additional search parameters. After selecting new parameters, press the confirm button to start the search.

Text Information that Appears in Search Results:
Main Job; Main Job Level; Support Job and Support Job Level (if set); Race; Allegiance; Name; Language (E = English; J = Japanese; no mark = Bilingual); Current Area. (If a character's privacy setting is set to "Invisible," only their name and current area will appear in search results.)

The names of PCs who are currently in a party appear in light blue, while the names of party leaders appear in yellow.

NOTE: Job Abbreviations

WAR= Warrior	THF= Thief	RNG= Ranger
MNK= Monk	PLD= Paladin	SMN= Summoner
WHM= White Mage	BRD= Bard	NIN= Ninja
BLM= Black Mage	BST= Beastmaster	DRG= Dragoon
RDM= Red Mage	DRK= Dark Knight	SAM= Samurai

9. LINKSHELLS

"Linkshells" are communication tools. By using items called "linkpearls," a large group of friends can communicate with each other, regardless of each member's location.

Linkshells are available as items, called "new linkshells," at certain shops. Purchase one to get started.

Select "Linkshell" from the main menu and select the new linkshell. You will be asked to name your linkshell when you select "Name Link" from the linkshell menu. You may enter up to 19 alphanumeric characters. The name you choose will become the name of your linkshell group. The linkshell name cannot be the same as any other linkshell name in your World. Once you decide on a name, you will be allowed to create a color for the linkshell. After you have decided a name and color for your linkshell, you will be allowed to generate items called "linkpearls." One linkshell can create an unlimited number of linkpearls. (However, once your inventory is full, you will not be able to create any more until you make some space.) Once you obtain a new linkshell, make sure to go to the main menu and select "Linkshell" to equip it.

1. Move the pointer to "New Linkshell" and press the confirm button.

2. Now, choose a name and color for the linkshell.

3. The name and color is decided.

4. Now you can create linkpearls.

5. A linkpearl is created.

Distributing Linkpearls

You can create your own linkshell group by giving linkpearls to players that you meet in the game. The linkshell owner can increase the size of their linkshell group by creating more linkpearls and giving them to others. Players who receive linkpearls become members of the owner's linkshell group.

How Do I Use the Linkshell Chat Mode? (➡ p. 102)

The linkshell owner must equip the linkshell, and linkshell group members must equip a linkpearl to connect the linkshell group together. This is handled on the linkshell menu, which is accessed by selecting "Linkshell" from the main menu. No matter what distance separates you and the other members, you can communicate with your linkshell group simply by equipping the linkpearl. However, please be aware that a heavy load on the server may restrict the maximum number of people who can participate in a linkshell group at a time. If this occurs, active linkshell participants are decided by the order in which the players activated their links to the group. If the group is full, you will not be able to activate your link to the group. Linkshell owners should give linkpearls only to close friends so that the linkshell group does not become unwieldy.

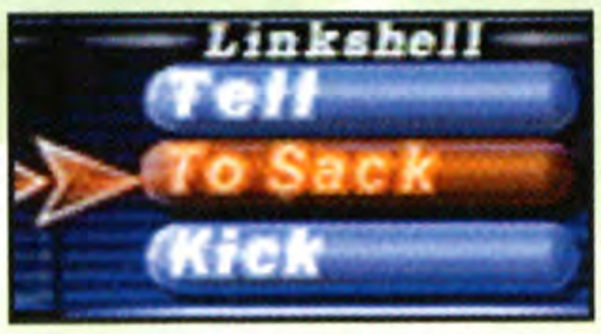
You Can Have as Many Linkshells as you Like

You can only create one linkshell group per linkshell. If you decide to purchase another linkshell, you will need to decide another name for the new linkshell group. As long as there is space in your inventory, you can have as many linkshells and linkpearls as you like. You can use different linkshell names to create and organize new groups of friends.

You can only activate a single linkshell group at a time. Furthermore, if the linkshell owner discards their linkshell, the linkshell group will be dissolved. However, as long as the linkshell is not discarded, the group will remain even if the linkshell owner deletes their character or terminates their FINAL FANTASY XI account.

Creating a Pearlsack

Linkshell owners can specify a linkshell group member to act as their deputy for times when they are not logged in or need to activate another linkshell group.



Select a member of the "link list" and press the confirm button.
Move the pointer to "To Sack" and press the confirm button. The chosen member's linkpearl will morph into a "pearlsack," granting him administrator privileges.

Linkshell Owners Have the Following Powers:

- They can name the linkshell group.
- They can create as many linkpearls as their inventory allows (pearlsack holders have this ability as well).
- They can issue the "To Sack" command (see above).
- They can kick members out of the linkshell group (see below; pearlsack holders have this ability as well).
- They can disband a linkshell group by using the "discard" command.
- Once it has been decided, the name of the linkshell group cannot be changed.

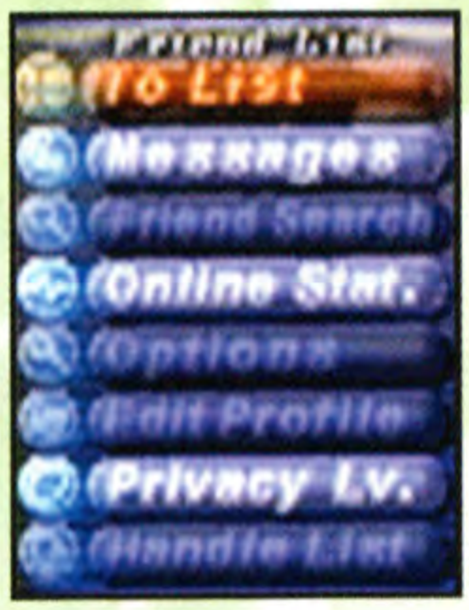
What is Kicking?

The "Kick" command is used to remove a member of a linkshell group. Linkshell owners have the authority to kick out both pearlsack holders and members. Pearlsack holders only have the authority to kick out members. Once a member has been kicked from a linkshell group, they will not be able to rejoin unless they are given (and equip) a new linkpearl.

Linkshell groups are not disbanded when you log out of the game. Please take care not to create unnecessary linkshell groups.

10. THE FRIEND LIST

Just as with the PlayOnline Friend List, you can set up a Friend List on FINAL FANTASY XI that allows you to set your online status display and send messages to your friends.



• **Please refer to "Friend List." (➡ p. 43)**

Selecting "Friend List" from the main menu lets you access the following commands:

To List

Displays your current Friend List. Select a friend with the directional buttons and press the confirm button. You can send them a message, or if they are in the same area as you, invite them to join your party.

Messages

Displays a list of messages that you have received from your friends. Move the pointer to a message and press the confirm button to view its contents. You can also use the Message List to accept or decline invitations, or to add someone's handle to your Friend List.

Online Stat.

Here you can set the display of your online status, which appears in the friend lists of players who have registered you as a friend.

Privacy Lv.

Here you can set your privacy level, which affects whether or not you can be seen on other players' Friend Lists.

NOTE:

The Friend Search, Options, Edit Profile and Handle List features are not available in FINAL FANTASY XI.

PlayOnline and FINAL FANTASY XI Friend Lists

If a friend who is registered on your PlayOnline Friend List is not logged into FINAL FANTASY XI, only his PlayOnline Friend Name will appear on your Friend List. If a friend registered on your PlayOnline Friend List is logged into FINAL FANTASY XI, the friend name registered on your FINAL FANTASY XI Friend List and his character information will appear as well. Generally speaking, your online status setting will remain as is unless you change it. However, if you have set your online status to "Away," it will automatically change to "Online" when you move your character into another area.

11. REGION INFO

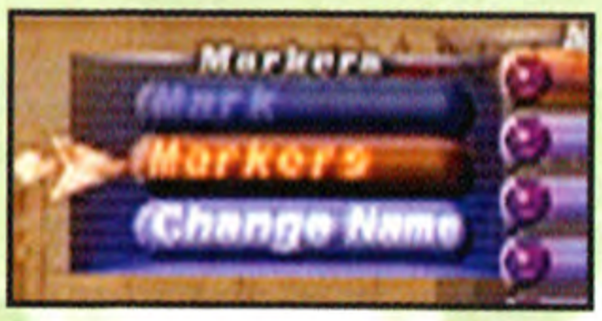
Here you can check the status of conquests in your current area. Please refer to "Conquests." (➡ p. 122)

12. MAP

Displays a map of your current area and allows you to check your position. The red point indicates your current location. The coordinates of your position are shown in the upper left corner of the screen. You can move the map around by using the left analog stick or by pressing [2], [4], [6] and [8] on the numeric keypad. You can also zoom in with the right analog stick or by pressing [9] on the numeric keypad. Hide the map window by pressing the SELECT button or the [Scroll Lock] key on a USB keyboard.

Markers

Select "Markers" and press the confirm button to open a window with a list of blank entries in the upper right of the screen. Select an entry and press the confirm button to open a window with "Mark," "Markers" and "Change Name" commands.



Select "Mark" to place a marker in a desired location on the map. Choose a location and press the confirm button. Once you have placed a marker, select "Change Name" and press the confirm button to enter a name for the marker.

Enter a descriptive name such as "Rabbit Spawn" and press the confirm button.

Now you can select a place name from the window in the upper right of the screen, select "Check," and press the confirm button to center the display on that location. Once you have set a marker, you can select it again to delete it or change its name.

- These settings are stored on your HDD.

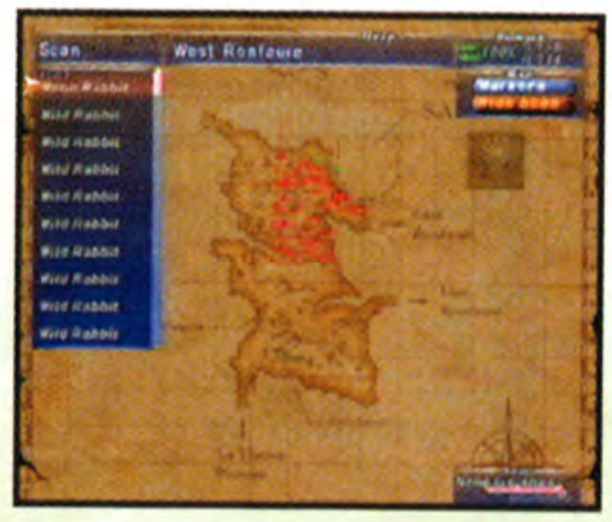
TIPS & TECHNIQUES:

If you and your party members are in the same area, select "Markers," press the confirm button, and hold the left or right directional buttons to show the positions of the party members. If there are multiple party members, move the pointer over a character name and press the confirm button to center the map display on that member's marker.

NOTE:

You will begin the game with a map for the city and area of the country of your allegiance, but you must find or purchase maps for other areas on your own.

Wide Scan (Rangers and Beastmasters only)



Allows you to see what kinds of monsters are currently in your area. To use Wide Scan, open the map and select "Wide Scan."

A list of monsters currently in your area will appear in a window. Highlight the name of the monster you wish to find, and their location will appear as a red cross on the map. Red points represent monsters, while green points represent NPCs. Rangers are capable of scanning a larger area than beastmasters. Press the confirm button a second time to open a window with the "Track" and "Remote Scan" commands.

- As your level increases, you will be able to scan progressively larger areas.

Track

Indicates the direction of the specified monster on your radar display.

Remote Scan

Scans a specific portion of the map. Selecting this command displays a white circle on the map.

Use the left analog stick or directional buttons to adjust the position of the circle and press the confirm button. All monsters and NPCs within the white circle will appear on the map and in a list. Highlight a name on the list to pinpoint its location on the map.

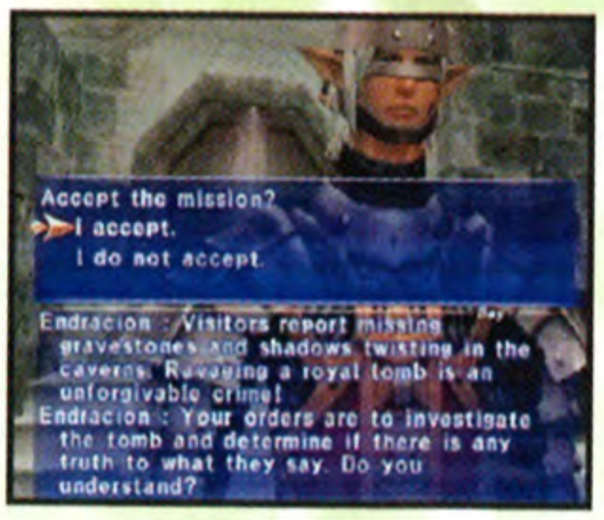
13. MISSIONS

Allows you to view a list of current and completed missions.

Your path through the game of FINAL FANTASY XI is not a linear one. As a player, you have total freedom to decide how to play the game. Although you will find yourself involved in certain specific events during your adventures, you can find and initiate many other missions and quests at your own pace. In order to fully explore the complex story of FINAL FANTASY XI, we suggest you undertake a wide variety of missions and quests. Completing them will help you to understand the affairs of each country and unravel the many mysteries of Vana'diel.

Missions are important events that take the form of orders from your character's nation. They relate to the internal affairs of each country and can have a major impact on world influence. Each country has its own set of missions, and as a general rule, you can only accept missions from your own country.

Accepting a Mission

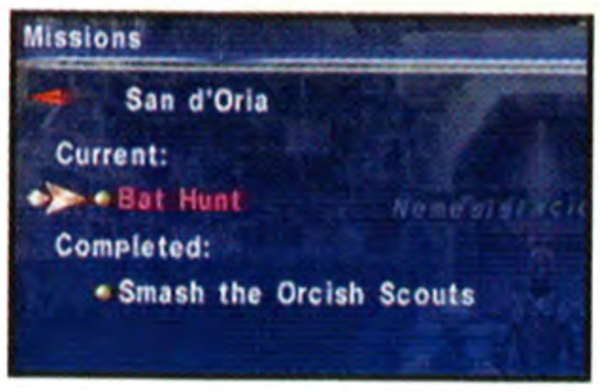

Accept the mission?
I accept.
I do not accept.
Endracion : Visitors report missing gravestones and shadows twisting in the caverns. Ravaging a royal tomb is an unforgivable crime!
Endracion : Your orders are to investigate the tomb and determine if there is any truth to what they say. Do you understand?

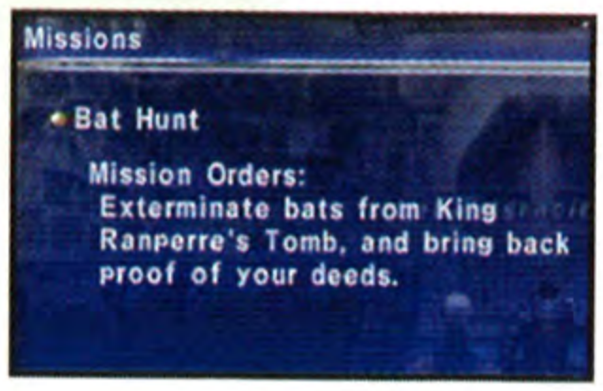
In order to receive a mission, visit one of your country's gatehouses. A guard will be present to tell you about the missions that are currently being offered. Unlike quests, you cannot take on multiple missions at the same time, so exercise caution when accepting. As the story progresses, you may find yourself able to accept missions from the consulates of other nations as well.

You can view the details of both current and completed missions by selecting "Mission" from the main menu. Select a mission from either list and press the confirm button to view the details about that mission. Press the left or right directional buttons to view the details of missions from other countries.

Completing a Mission

The conditions for completing a mission can be viewed at any time by selecting the mission from the "Missions" menu.





Mission Rank and Rank Points

When you complete a mission that you have accepted, your mission rank will increase. Unlike your job level, your mission rank is expressed as "Rank" and "Influence" within your country. You can check your mission rank by selecting "Status" from the main menu.

Mission Rank indicates the rank of your PC within your home country.
Job Level indicates the skill level of your character in a given job class.

You will be given missions that correspond to your current mission rank. You will be unable to accept certain missions until your character obtains a certain number of rank points. In other words, you must effectively build up your mission rank and rank points to enjoy a wide variety of missions. Additionally, certain missions can only be accepted by characters that have reached specific job levels.

There are two ways to obtain rank points:

- Completing a mission.
- Donating crystals to your country's gatehouse guards. (➡ p. 135)

Higher Rank Advantages

A high mission rank can be advantageous. Places that you were previously unable to enter will become accessible. You will hear increasingly useful information from NPCs. In addition, the length of time that Signet (➡ p. 135) remains active will increase.

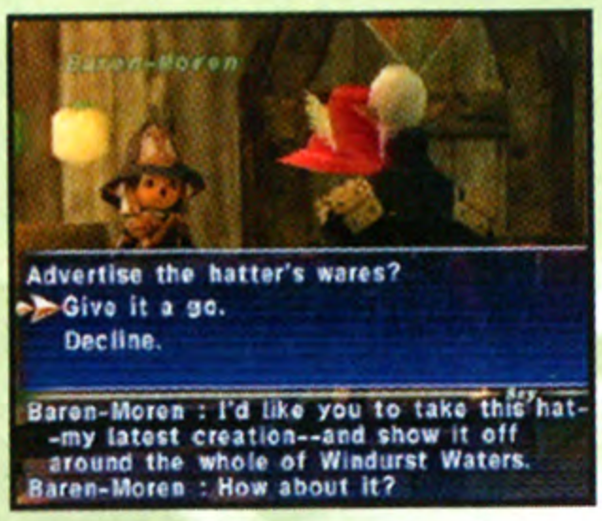
What happens when I complete a mission?

When you complete a mission, you will receive a certain number of Rank Points. Occasionally, you may receive gil or items as a reward.

14. QUESTS

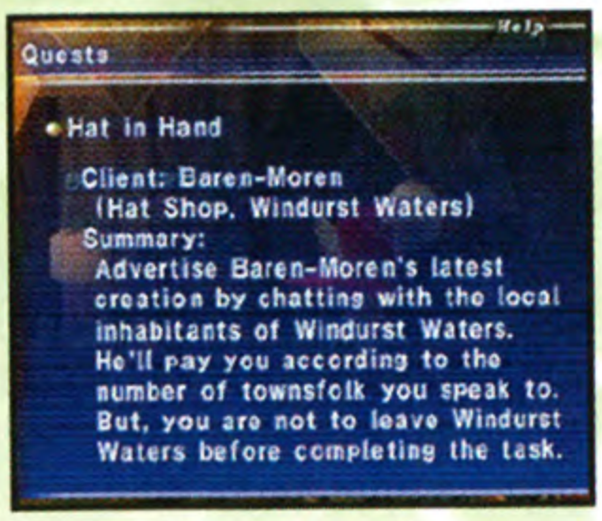
Allows you to view a list of quests.

Quests can be triggered by speaking to specific NPCs (non-player characters) in towns. For example, you may be asked to collect a certain item in a specific location. Not only can you receive items or gil for completing these requests, but you can obtain hints that relate to playing the game as well. Speak to townspeople, and you may eventually discover powerful items that you never knew existed.


Baren-Moren
Advertise the hatter's wares?
Give it a go.
Decline.
Baren-Moren : I'd like you to take this hat--my latest creation--and show it off around the whole of Windurst Waters.
Baren-Moren : How about it?

Talk to NPCs to learn about Quests

Quests can be accepted regardless of allegiance. Furthermore, you can accept new quests even if you have not completed previous ones. There is no limit to the number of quests you can accept. You can view a list of "Current" and "Completed" quests by selecting "Quests" from the main menu. Once you complete a quest, it will move to the "Completed" list.


Quests
Hat in Hand
Client: Baren-Moren
(Hat Shop, Windurst Waters)
Summary:
Advertise Baren-Moren's latest creation by chatting with the local inhabitants of Windurst Waters. He'll pay you according to the number of townsfolk you speak to. But, you are not to leave Windurst Waters before completing the task.

The current list

You are not required to accept quests, but doing so can add an extra dimension to your playing experience. Helping townspeople can also boost your reputation within a town and be beneficial in the long run. For the ultimate challenge, try to complete all the quests in the game!

15. KEY ITEMS

Allows you to view a list of important items for quests. Key items cannot be dropped, traded, or sold.

16. BAZAAR

Allows you to sell your items or equipment to other PCs. To set up a bazaar, highlight "Bazaar" on the main menu and press the confirm button.

1. The item list will appear. Highlight the item you wish to sell and press the confirm button.

2. Set the (per unit) price for the item and press the confirm button. You can set the price with the directional buttons. Setting the price to "0" cancels the sale.
If you cancel all listings, you will leave bazaar mode.

3. Select "Sell" or "Cancel."

If you select "Sell," the items and prices will appear whenever another PC checks your PC and selects "View Wares." You can create a bazaar with as little as one item. Once you set a bazaar, the bazaar icon will appear above your character's head.

Buying at Bazaars

Select "View Wares" and press the confirm button to display a list of items and prices. Highlight an item that you wish to buy, press the confirm button, and select "OK" to complete the transaction. PCs do not need to speak when conducting a transaction, but the seller will see the name of the person who is viewing their items and the details of any items purchased in their log window.

NOTE: Comment

The "Comment" feature allows you to set a comment that will be displayed to other player characters who target and "Check" your character. You can use the comment to advertise your items for sale, or in any way you like.

17. MACROS

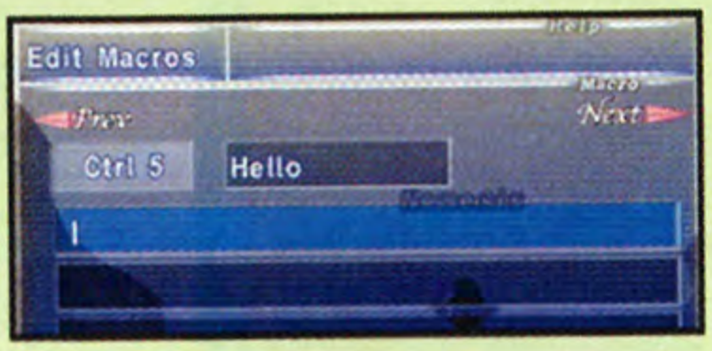
Macros are handy automated commands that allow you to record up to six actions and trigger them with a single key stroke. Note that this system is mainly designed for advanced players. There are several default macros pre-recorded for your convenience. The following is a detailed explanation of how to create your own custom macros.

Creating Macros

Let's start with a simple example. It's a macro for those who are tired of typing "Hello!" whenever they meet a PC for the first time.

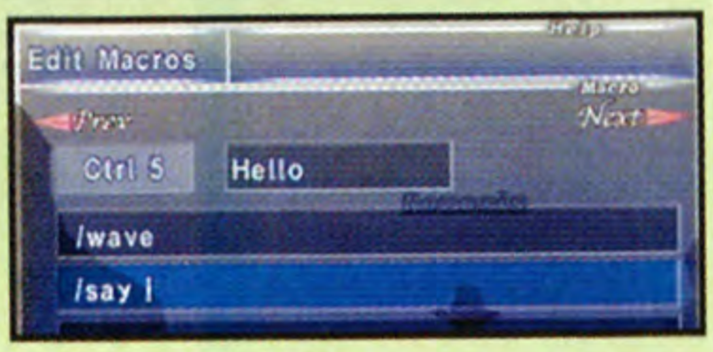
Select "Macro" from the main menu and press the confirm button. The macro palette will appear. You can switch palettes by pressing the up or down directional buttons.

- You may record up to 200 macros with the macro system. You can use the L2 button or [Ctrl] key and R2 button or [Alt] key to toggle between buttons when you are editing macros.



When the macro editing window appears, move the cursor to the macro name area at the top of the window and press the confirm button. Enter a name for the macro. You may enter a maximum of 8 characters. Press the cancel button or confirm button, and move the cursor to the first line. Press the confirm button again.

First, enter "/wave" into the box, minus the quotes. This will perform a friendly wave to the characters around you. (➡ p. 106) Press the cancel button or confirm button, and move the cursor to the next line.



Now, let's enter a command for greeting the people around you. Enter "/say Hello!" into the box, minus the quotes.

Once you have finished entering the text, press the cancel button to return to the previous screen.

Opening the Macro Palette

You can open the macro palette by pressing the L2 or R2 button, or pressing and holding the [Ctrl] key or [Alt] key.

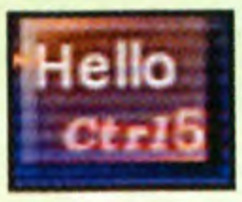
Recording a Macro for the L2 button / [Ctrl] Key

Press the L2 button or [Ctrl] key to open the macro palette. The numbers above each button correspond to the [1] ~ [0] number keys on a USB keyboard.

Recording a Macro for the R2 button / [Alt] Key

Press the R2 button or [Alt] key to open the macro palette. The numbers above each button correspond to the [1] ~ [0] number keys on a USB keyboard.

You can toggle between macro palettes by holding the R2 button (or [Ctrl] key) or L2 button (or [Alt] key) and pressing the up or down directional buttons. If you are using a USB keyboard, you can directly select macro palettes by pressing either [Shift] + [Ctrl] and the corresponding number key, or [Shift] + [Alt] and the corresponding number key.



When you open the macro palette, the names of the macros that you have recorded will appear on screen as shown. Select a macro and press the confirm button. Now, the two actions you previously recorded will be activated with the press of a single key.

- You can record up to six actions per macro and a total of 200 macros. You can also edit previously recorded macros. Macros are saved to your HDD. Please be aware that you will lose your saved macros if you uninstall the software.

Cutting and Pasting

You can move the contents of a macro quickly and easily using the cut and paste features. Move the cursor to the line of text you wish to move. Then, press the △ button or [+] on the numeric keypad, select "Cut," press the confirm button, and the highlighted text will disappear. Move the cursor to the location where you want to paste the text you just cut, press the △ button or [+] on the numeric keypad, select "Paste," and press the confirm button to paste the text.

18. CONFIG

Keyboard
Allows you to set the type of keyboard you wish to use.

Gameplay
Allows you to toggle auto-target during battle. Also allows you to adjust the settings for sound effects and flicker reduction.

Chat Filters
Allows you to filter the information that appears in your log window.

Font Colors
Allows you to change the color of text displayed in your log window for chat messages, battle messages, and more.

Windows
Allows you to change the settings for windows and the number of lines displayed.

Misc.
Allows you to change the on-screen damage display, adjust your privacy setting, toggle the vibration mode on or off, set the screen proportions for the game, and more.

Global
Allows you to toggle language filtering and set the amount of time until auto-disconnect.

19. VIEW SAFE
Allows you to view a list of items currently being stored in your Mog House's Mog Safe. This menu cannot be used to withdraw or place new items in the Mog Safe. You must return to your Mog House and use the "Mog Safe" command there to use those commands.

20. HELP DESK
Allows you to view various troubleshooting methods and contact GMs.

21. PLAY TIME
Displays total login time.

22. CURRENT TIME
Displays the current time (Vana'diel and Earth time) along with the current moon phase in the log window. One day of Vana'diel time is equivalent to one hour of Earth time. Keeping track of the time and moon phase can be advantageous in certain gameplay situations.

23. PLAYONLINE
Temporarily pauses FINAL FANTASY XI and returns to the PlayOnline menu after a 30-second countdown. Select "Back to Game" from the PlayOnline menu to resume FINAL FANTASY XI. Your character will remain in Vana'diel while you are using the PlayOnline menu, but cannot be seen by monsters or other player characters.

24. LOG OUT
Quits FINAL FANTASY XI and returns to the title screen after a 30-second countdown. Select "Log Out" again or cancel healing at any time during the countdown to cancel the logout process. When you log out of the game, your character's data will be automatically saved on the server. Selecting "Log Out" does not disconnect you from the PlayOnline server. To disconnect, you must return to the PlayOnline Viewer and select "Log Out."

CONQUESTS

Vana'diel's three great nations of San d'Oria, Bastok, and Windurst are officially allies, but behind the scenes they long for expansion. Currently, no nation desires to invade another. Instead, they scheme to bring the vast neutral regions under their control. That is where adventurers enter the picture.

Conquests are formal competitions based on battles between players and monsters. When a player defeats a monster, he or she gains gil and experience. In addition, however, your nation also gains a small amount of influence in the region in which you fight.

When you defeat a monster while under the effect of Signet, a certain number of points corresponding to the experience you receive will be credited to your nation. This means that if your nation is San d'Oria, the points will be added to San d'Oria's influence point total for that region. These points are recalculated after a certain period of time, and the country with the greatest influence in a region will gain control there. Furthermore, an average point value is calculated based on the number of players who contributed to the total. These two point calculations are then combined to yield the global balance for the three nations of Vana'diel.

Total Points

A point total for each region is tallied at fixed intervals. When the calculation begins, a message will appear in every player's log window. You can also check the results in the "Region Info" section of the main menu.

Conquests are ongoing. Feel free to watch the rankings and move to a different area, or stop furthering conquests and focus on a mission or quest instead. As long as you have Signet cast on you, you do not need to do anything specific to enter conquests. You participate simply by defeating monsters in a given region. However, you may find it helpful to use Region Info to find the area in which you are needed most.

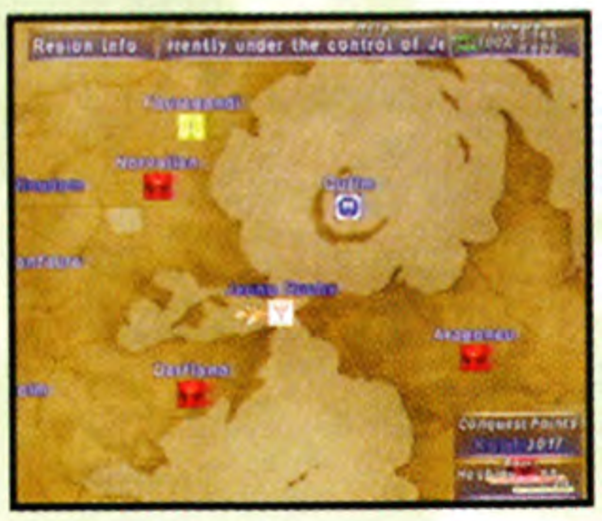
You will also earn a fixed number of points (conquest points) for defeating monsters in certain regions.

Using "Region Info" on the Main Menu

Select "Region Info" from the main menu and press the confirm button to display a map of Vana'diel. A pointer will indicate the region in which you are currently located. In this example, you can see that you are in the region called "Ronfaure."

- **Conquest Results:** Shows the current balance of power between the three nations throughout Vana'diel.
- **Conquest Points:** Shows the number of points that you have earned.

Move the pointer to a region other than a city to display the current ruling nation, the time to the next calculation (in Vana'diel time), and the comparative influence of the three nations within the region.



Once a certain number of PCs have fallen in battle in a region, beastmen (monsters) will gain control of the region. Even if you have a nation's signet, you cannot obtain crystals from regions ruled by beastmen.

Areas not subject to conquest:

- **The capital cities of San d'Oria, Bastok, Windurst, and Jeuno**
- **Ports**
- **Air and sea port towns**

BEFORE JOINING IN A CONQUEST

You must receive your nation's signet to participate in conquests. Be sure to check "Region Info" on the main menu once you reach the region you have chosen. This will allow you to check the relative statuses of the three nations within the region. If your nation is weak in the region, you can fight to build up points for it; if your nation is strong, you can fight to maintain your superiority. It's all up to you. The rankings are recalculated on a regular basis, so keep an eye on your log window.

Participating in Conquests Solo and as a Party

There is no difference between playing solo or in a party when participating in conquests. When playing as part of a party or alliance, the nations of each member will receive points just as if the members were playing solo. Also, you will receive conquest points just as if you were playing solo. Form a party of players from the same nation to tackle strong monsters, or fight weaker ones on your own. The choice is yours!

Conquests and National Ranking

A nation's ranking is determined by the number of regions under its control.

- **The Advantages of a Higher Ranking**
  Guards that are stationed in regions under the control of a given country will only bestow signets upon characters of the same nation. As such, player characters that belong to a stronger nation will have a much higher chance of obtaining crystals. In addition, shopkeepers in the conqueror's capital will offer special goods from the conquered region.

Allied Campaigns

If one nation manages to control half of all regions in Vana'diel, the remaining two nations will form an alliance. The Guards of allied nations will bestow Signet upon players from either nation in the alliance.

RTB (REAL TIME BATTLE)

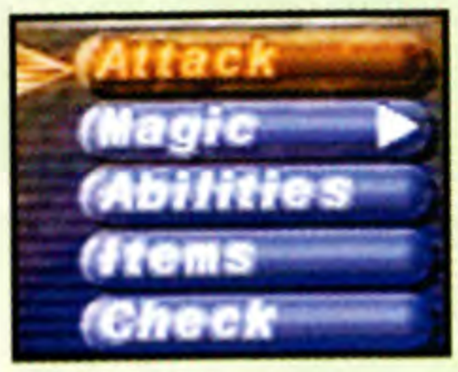
FINAL FANTASY XI utilizes the real time battle (RTB) system for combat. In RTB, characters and monsters do not take turns fighting. The action that a player takes has an immediate impact on the battle. As such, there is no need to wait for your turn to attack monsters. The first step in battle is to target a monster. (➡ p. 94)

You can target a monster on the screen by facing it and pressing the confirm button. Normally you must get close in order to attack. While the monster is targeted, press the confirm button again to open the action command menu. This window lets you select the action you wish to take in battle.

- **Locking On to Targets**
  Once the battle begins, your character will automatically lock on to the monster (the border of the target window will turn red). If you wish to adjust the distance between you and the monster, or run away, press the L3 button or [*] on the numeric keypad to release the target lock.

You can toggle the auto-target feature on or off by using "Config" on the main menu.

THE ACTION COMMAND MENU



Target something and press the confirm button to bring up the action command menu on the left side of the screen (if you are targeting another PC, the topmost command will be "Chat"). Here you can select commands to perform various actions.

You can attack a monster if its name appears in yellow. Once you or a member of your party attacks it, the monster's name will change to red. The names of monsters in combat with other player characters appear in purple; neither you nor any member of your party may attack them (unless the player character is a part of your alliance). However, if the person fighting a monster calls for help, the monster's name turns orange. If you wish to assist, target and attack the monster.

Battle Mode
Auto-attack
Select a target
Heshimu hits the Goblin Smithy for 15 points of damage.
The Goblin Smithy hits Heshimu for 41 points of damage.

The events of the battle appear in your log window, as shown in the screenshot on page 123. The HP, MP, and TP (tactical points) of your character appear in the upper left.

1. ATTACK

When targeting a monster, the first choice on the action command menu will be "Attack." Press the confirm button to enter auto-attack mode. The attack will proceed with the main weapon that you have equipped at the speed determined by the characteristics of the weapon. You will be able to move your character, but you will exit auto-attack mode if you move beyond a certain range. The action command menu will remain open during battle, allowing you to cast magic spells or use items between your attacks.

When in auto-attack mode, the top selection in the action command menu will become "Switch Target." Selecting this will cause a second, purple-colored target cursor to appear above the yellow target cursor. Use the directional buttons to move it. If there are other monsters in sight, place the cursor over them and press the confirm button to change your auto-attack target.

2. MAGIC

Move the pointer to "Magic" in the action command menu and press the right directional button. A list of magic types will appear. Move the pointer to a listing and press the confirm button to display the list of spells that you have learned in that category. Select a spell and the target cursor will appear. Select any target (including yourself) and press the confirm button. Most spells take time to cast. During this period of time, your character's guard will be down and you will be susceptible to attacks from the enemy. If you are attacked or move during the casting period, the spell may be interrupted. Your progress is displayed in the "casting time" gauge in the upper left of the screen, and varies according to the spell and your job level.

Once you have completed casting the spell, you will need to open the action command menu again to select your next action.

White Magic	Can only be used if your main or support job can use white magic.
Black Magic	Can only be used if your main or support job can use black magic.
Songs	Can only be used if your main or support job is Bard.
Ninjutsu	Can only be used if your main or support job is Ninja.
Summoning	Can only be used if your main or support job is Summoner.

Auto-Attack and Casting Spells

When you cast a spell while in auto-attack mode, you temporarily stop attacking. Auto-attack mode resumes after the casting is complete, or if the spell is interrupted.

Every spell has a different range. Spells must be cast within a certain range to be effective.

3. ABILITIES

Types of Abilities:

A. Job Abilities: Special actions that are unique to each job. They can be broadly divided into two categories:

Abilities that take effect during combat

EXAMPLE: The warrior's "Mighty Strikes" ability makes all successful attacks critical hits for a certain period of time.

When these types of abilities are activated during an auto-attack:

The auto-attack mode will pause once the ability is activated. You will return to auto-attack mode once the ability is completed.

When you aren't in auto-attack mode:

You can also activate an ability before you enter auto-attack mode. You can begin attacking the enemy as soon as you use the ability. Open the action command menu, select "Attack," and press the confirm button.

Abilities that are special actions

EXAMPLE: The "Benediction" ability allows white mages to recover the HP of all members of a party, including themselves (although it does not extend to members of other parties in an alliance).

When these types of abilities are activated during an auto-attack:

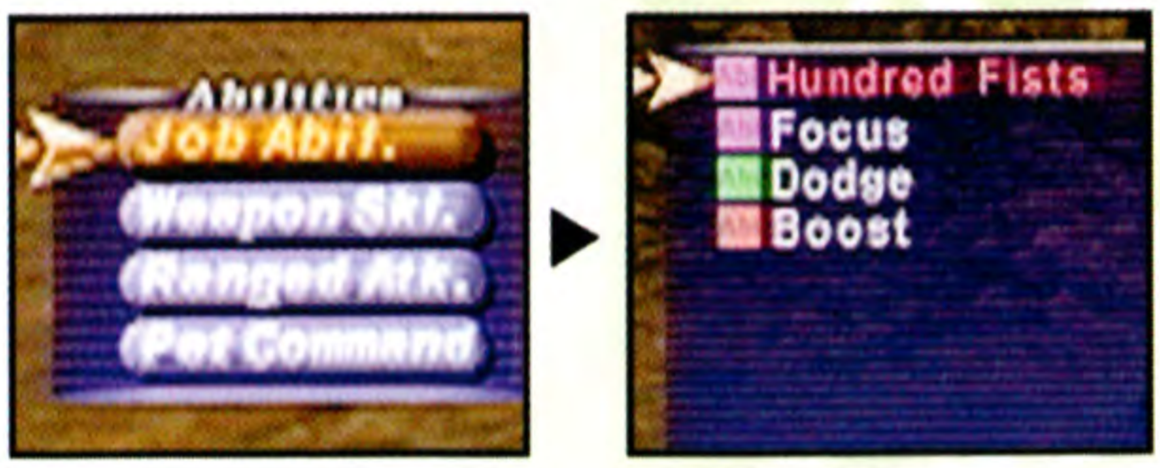
The auto-attack mode will pause after the ability activates. Once the ability is completed, you will return to auto-attack mode.

When you aren't in auto-attack mode:

Once the ability is completed, you will be able to access the action command menu again to select another command.

Entering Ability Commands

Select "Ability" from the action command menu, then "Job Ability," and then press the confirm button. A list of available abilities will appear. Select an ability to activate the target cursor. Select a target and press the confirm button.



CAUTION!

Job abilities need a certain period of time to recharge after being used. The amount of (real-world) time that you must wait to use the ability again will be displayed to the upper right of the log window. Also, be aware that moving or being paralyzed during the activation process will interrupt an ability.

B. Weapon Skills

Once the skill value that you acquire for each weapon as you use it in battle reaches a certain level, your character will learn a weapon skill that corresponds to the type of weapon (hand-to-hand, knife, single-handed sword, single-handed axe, etc.). Some weapon skills can only be used by characters of certain job classes. If your character is not of that job class, you can add a support job to take advantage of the skill. In order to use these weapon skills in battle, the TP (tactical point) gauge in the upper left of the screen must reach or exceed 100%. Once your TP level reaches 100%, you will be able to select "Weapon Skill" from "Ability" on the action command menu. Use the cursor to select a target, and press the confirm button to activate.

Once you use a weapon skill, your TP gauge will be reduced to zero.

Activating a weapon skill when you have more than 100% TP may alter the effect of the attack on an enemy (including the amount of damage it will cause). TP is earned by hitting and being hit by enemies in battle. You will gradually lose TP as you heal, and the gauge will be reset to zero if you leave the area in which you earned the tactical points.

• Skillchains

Members of a party can time the activation of their individual weapon skills to attack an enemy consecutively and cause massive amounts of damage. If successful, this technique will generate a special effect multiplier, and "Skillchain: [Type], [Amount] Damage" will appear in the log window. Some weapon skills can be combined in this manner, while others cannot. Experiment for yourself and see.

• Magic Burst

Members of a party can time magic to take effect after an enemy has been hit with a combination of weapon skills, causing a far greater amount of damage from the spell than normal. This is called a "Magic Burst." Because a certain amount of casting time is required for a spell to take effect, timing a magical attack to coincide with consecutive weapon skill strikes is an extremely advanced technique. Only certain magic spells can be combined with consecutive weapon skill attacks in this manner.

C. Ranged Attacks

This technique can be used to attack an enemy from a distance. You must first equip a ranged weapon to utilize this method of attack. Certain jobs will only allow certain ranged weapons.

There are three types of equipment that can be used in ranged attacks:

Ranged Weapons with Ammunition (Ex: Bow and arrow)

The Equip screen, accessible from the main menu, has slots for ranged weapons and slots for ammo (ammunition). You will not be able to use a ranged weapon without filling both slots. Select "Abilities," then move the cursor to "Ranged Attack" and press the confirm button. Then, select a target. Items equipped in the "Ammo" slot will be expended after one use. Of course, you can fire arrows in a stack one after the other.

Stand-alone Ranged Weapons (Ex: Boomerang)

You can equip a stand-alone ranged weapon in the "Range" slot on the Equip screen. It is used in the same way as a bow and arrow.

Stacked Stand-alone Ranged Weapons (Ex: Pebbles, Darts, etc.)

You can equip stackable stand-alone ranged weapons in the "Ammo" (ammunition) slot. These are used the same way as a bow and arrow.

D. Pet Commands

This command can only be used by jobs that allow pets. Additional commands will become available as your job level increases. (➡ p. 134)

4. ITEMS

Select "Items" from the action command menu and press the confirm button to display a list of usable items. Select an item that you wish to use and a target cursor will appear. Select a target (you can target yourself as well) and press the confirm button. The item will require a period of preparation time to take effect. Once the item has been used, you will have to open the action command menu and select another action.

Using Items During Auto-Attack Mode

If you open the action command menu and select an item, auto-attack mode will pause while the item is being used. Once the item has been used, the auto-attack mode will resume. Auto-attack mode will also resume if you move your character and interrupt the process of using an item.

CAUTION!

Choose your targets wisely. If you move your character while you are trying to use an item, the process may stop.

5. "DISENGAGE" AND "CALL FOR HELP"

During an auto-attack, you can select "Disengage" from the action command menu and press the confirm button to break off the attack. You can try to run away from the monster, but you may find that you cannot escape from some types of monsters. You can also select the "Call for Help" command by pressing the right directional button when the "Disengage" command is highlighted. If you feel that the monster that you are fighting is too strong and you need assistance, select "Call for Help" and press the confirm button. A request for help will be issued to all PCs within a certain range. If another PC comes to help, a message will appear in the log window and the monster's name will change to orange. When "Call for Help" is used, no player will receive experience points.

If a PC in your vicinity calls for help, a mark indicating their direction will appear on your compass to assist you in navigation.

6. CHECK

You can view information about a target by using the "Check" command. Target something and press the confirm button to display the action command menu. Select the bottom choice, "Check," with the cursor and press the confirm button. If the target is a monster, its relative strength will appear in the log window. If the target is a PC, their equipment and a list of any items for sale will appear in a separate information window.

CAUTION!

Monsters differ in strength, even among ones that look the same and have the same name. Always make sure to check the strength of monsters when you are in unfamiliar territory!

TREASURE

You can obtain items such as weapons and armor by defeating monsters in battle. These items are called "treasure." When you play solo, all treasure is transferred directly to your inventory. When you play as part of a party, however, treasure is distributed among the party members.

- When you are playing solo, items will be placed in a treasure pool once your inventory becomes full.

Distributing Treasure

Lottery Mode and Quartermaster Mode

When you form a party, you must decide on a method for distributing treasure. Only the party leader can decide the distribution method. From the main menu, select "Party," then "Distribution" to set (or change) the distribution method.

NOTE:

Treasure distribution is handled differently depending on if there is a Quartermaster or not. Furthermore, if your party is part of an alliance, treasure becomes available to all members of the alliance. (The party that has the alliance leader decides distribution rules for alliances. For more information, see below.)

Lottery Mode

All treasure is placed in a treasure pool, and members "cast lots" to determine who gets individual pieces of treasure. Lottery mode is the default treasure distribution setting when a party is formed.

A "treasure pool" is a box where treasure is stored when a "Quartermaster" (a treasure manager) is not selected. It can only hold up to 10 pieces of treasure. Once 10 pieces are reached, an incoming treasure item will replace the oldest treasure in the box. You can use the "Treasure" command on the action command menu to view the contents of the treasure pool.

Quartermaster Mode

All treasure is placed in the Quartermaster's inventory. The recipient of a given piece of treasure is decided via discussion and negotiation.

Lottery Mode

(Distributing Treasure Without a Quartermaster)

After battles, a message stating "You find [item name] on the [monster name]" will appear in the log windows of all members. Treasure is stored in the treasure pool. The treasure pool can store up to 10 items. In certain cases, the system will automatically distribute items to party members, with preference given to members who actually cast lots (see below) for the item. These cases are: 1. a certain period of time has passed since the item was obtained, or 2. the treasure pool is full, and the oldest item is about to be displaced by a new one.

Casting Lots

This method of distributing treasure items is based on casting lots. Here's an example. You are a member of a five-person party. You open the action command menu, select "Treasure," and press the confirm button to show the list of the items stored in the treasure pool. Just as with your inventory, you can highlight an item with a cursor to view its details. You decide that you need an item and press the confirm button to indicate that you want it. Pressing the confirm button generates a random number of up to three digits. This is called "casting your lot." (If you cannot take an item for any reason, you will not be allowed to cast a lot for it.) If other party members have cast lots for the same item as well, a point value will appear next to their name in the Party list. Then, when either all members have cast lots for the item, or when the treasure pool is full and the item is about to disappear, the conditional winner will receive the treasure and it will appear in their inventory. The recipient of each item will be announced in the log window .

CAUTION! You will not be allowed to cast lots if your inventory is full.

If a new member joins your party, they will be granted the right to cast lots on items that are currently in the treasure pool as well. The items in treasure pools cannot be carried into other areas. Party members who are outside of the area where the items were obtained will not be allowed to cast lots on the items. Even if a member is a conditional winner of an item, they will lose any claim on the item if they leave the area. However, once a player returns to the area, they will be allowed to cast lots again. Please be aware that if all members with the authority to cast lots leave an area, the contents of the treasure pool will disappear.

Quartermaster Mode

(Distributing Treasure With a Quartermaster)

In the Quartermaster mode, treasure received in battle will be announced in the log windows of all members. The treasure items will then be added to the Quartermaster's inventory, as long as there is space in the inventory. If the Quartermaster's inventory is full, items will be sent to the treasure pool instead. Storing items in the Quartermaster's inventory is different from storing them in the treasure pool. Items in the inventory cannot disappear, and unwanted items can be sold at shops. The distribution of treasure in Quartermaster mode is generally handled by discussion among the party members. The Quartermaster uses the Trade command or the delivery system to give items to other members. The party leader selects the Quartermaster; the leader selects a party member for the role by accessing "Distribution" from the main menu. Even in Quartermaster mode, rare and exclusive treasure items will be placed directly in the treasure pool. When this happens, members must cast lots for the item.

The following types of items will not appear on the Quartermaster's inventory and will be stored in the treasure pool:

- **You cannot carry more than one of any item classified as Rare.**
- **Exclusive items that cannot be traded to other players.**

Obtaining Experience and Gil in Battle

Nemesis hits the Antican Speculator for 33 points of damage.
Nemesis defeats the Antican Speculator.
Nemesis gains 14 experience points.
Nemesis obtains 64 gil.

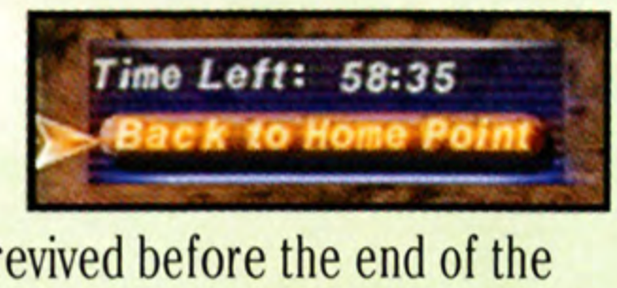
When you successfully vanquish your enemy, you will receive experience points corresponding to the monster and occasionally gil and items. If you are participating in conquests and your signet is still active, you may also receive a crystal. When playing solo, you will receive all experience and gil. When fighting as a part of a party, however, the experience and gil are split and distributed equally based on the number of party members. However, if you are in an alliance that is made up of 15 people, and the alliance obtains 10 gil in a battle, not everyone will receive something. Furthermore, when fighting as a part of a party, members must be within a certain range of the monster to receive a share of the experience points. (The amount of damage that a member causes on a monster does not have any effect on the amount of experience or gil they will receive.) Party members will also receive a number of bonus experience points in addition to their share. If you wish to build experience more quickly, it is far more effective to form a party of PCs of roughly your same level rather than playing solo. The information about the number of experience points and treasure items received in battle will appear in the log windows of all party members.

Treasure Chests

You may encounter mysterious treasure chests as you explore dungeons. You will need to find keys to open these treasure chests. However, Thief characters using items such as "Thief's Tools" can also open them. Treasure chests disappear once they are opened, but new ones will appear in different locations. Some treasure chests are booby-trapped. Items found in treasure chests are treated as treasure items during party play, allowing members to cast lots for them. Gil found in treasure chests is split and distributed among party members. Special items that cannot be traded will appear in the inventory of the PC who opened the treasure chest.

WHAT HAPPENS WHEN I AM DEFEATED IN BATTLE?

K.O.
home point. Wait for someone
Time Left: 58:35
The Yagudo Lutenist casts Advancing March.
The Yagudo Lutenist gains the effect of March.



Unlike previous FINAL FANTASY games, your game does not end when your character falls in battle. If your character's HP are reduced to zero during combat, you will fall on the battlefield and remain where you are. You cannot move or use commands in this state, but you can move your viewpoint and use certain chat modes (only Tell, Party, and Linkshell). However, the Linkshell mode can only be used if you equipped a linkshell or linkpearl before falling in battle. Once you have fallen in battle, a window showing a time limit and the "Back to Home Point" command will appear.

Selecting "Back to Home Point" returns your character to your home point and fully restores HP and MP. However, there is a large penalty in experience points. Be careful – in some cases, your character may even lose a job level. If you remain on the playing field, and the time limit has not passed, you can have another PC or (if you are part of a party) a party member revive you with an item or a spell. If you are part of a party and are revived before the end of the battle, you will receive gil and experience if you make it through the rest of the battle safely. You will fully recover your HP and MP if you return to your home point, but you will only recover HP and MP based on the specific spell or item if you are revived in the field. Still, when you consider the experience point penalty, being revived in the field is usually preferable to returning to your home point.

(If you are revived in the field, experience points lost are less than when you return your character to your home point.)

If the time limit expires, you will be automatically returned to your home point. If you are part of a party and are returned to your home point, try to regroup with your party right away.

LOGGING OUT DURING BATTLE

Open the main menu and select "Log Out." Once selected, a thirty-second countdown will begin. If you are attacked during this time period, the logout process will be interrupted and you will not log out of the game. If you are playing as part of a party and decide that it is time to quit, don't simply log out as it is poor etiquette. You should always let your fellow party members know before you log out of the game.

FIGHTING "BOSS MONSTERS"

The strongest monsters lurk deep within Vana'diel in places such as dungeons. These enemies, which have a profound impact on missions and the storyline, are referred to as boss monsters. The locations where your character squares off against boss monsters are called battlefields. You must fulfill certain requirements to fight boss monsters.

- Even though they do not have any connection to missions, there are also battlefields where you can fight "Notorious Monsters."

In Order to Fight a Boss Monster:

1. You must have satisfied certain conditions. These vary from boss monster to boss monster.
2. You must find and target the entrance to the battlefield.
3. You must press the confirm button while targeting the entrance to the battlefield. (When you do, you will be asked if you wish to enter the battlefield. Select "Yes.")
4. After an event sequence, you must move your character to the boss monster's location. The battle begins when you target the boss monster.

While you are on a battlefield, a key icon will appear on the top of your screen.
Be careful! In some cases, trading a special item will automatically send you into a battlefield.

Parties and Boss Monsters

Some boss monsters are far too powerful and dangerous to be fought alone. In these cases, you can face the boss monster along with your fellow party members. All members of a party must fulfill the requirements to fight a boss monster. Once they have, each member targets the entrance to the battlefield and presses the confirm button to enter.

Can I Fight the Same Boss Monster More Than Once?

Yes. If even one member of a party has not yet faced a boss monster and enters the battlefield, the other party members will be allowed to enter as well, even if they have previously defeated the boss monster.

Time Limit

There is a time limit when fighting some boss monsters. If you fail to defeat the boss monster within this time limit, you will be ejected from the battlefield and returned to the entrance.

- You will move to another area when you defeat the boss monster.

NOTE:

Battlefields contain restrictions regarding the level of players that can fight there. If you are above a battlefield's level cap, your level will be temporarily reduced when you enter. You must equip weapons and armor corresponding to the maximum allowed level before entering a battlefield. When you leave the battlefield, you will return to your original level.

Will I Encounter Other PCs Besides My Party Members on the Battlefield?

If you are part of a party, when one member enters a battlefield, the rest will enter as well. Each individual or party faces the monster on their own separate battlefield, so you will not encounter other player characters or parties while fighting. However, if too many parties or individual player characters are fighting the boss monster at the same time, you may find yourself temporarily unable to enter the battlefield. The details will be explained in your log window. If this occurs, please wait a moment before attempting to enter the battlefield again.

How Do I Win?

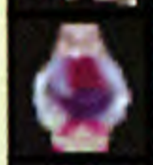
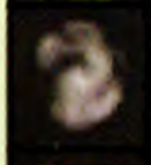
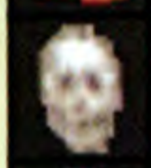
Generally speaking, you win by defeating all the enemies on the battlefield.

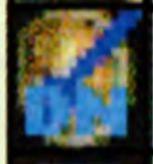
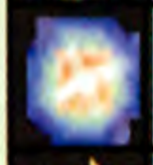
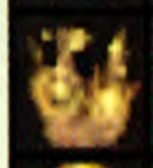
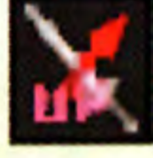
STATUS CHANGES AND AILMENTS

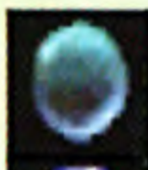
If your character's status changes, such as being poisoned by an enemy attack or using an ability to increase your attack power, it will be reported in your log window and an icon will appear at the top center of your screen. Various icons are used to indicate the different types of status changes. To view the details of a given icon, press the △ button or [+] on the numeric keypad twice, and move the cursor over the icon. The status will be explained in the top window. If there are multiple icons, you can use the directional buttons to move the cursor. If an effect wears off, it will be reported in your log window, and the icon will disappear from the top of the screen. All status changes and ailments persist for a certain amount of time (the actual duration depends on the specific status). You can cure certain status ailments yourself with the appropriate spells or items.

A List of Status Icons:

(This is not an all-inclusive list.)

	Weakness
	Sleep
	Poison
	Bio
	Paralysis
	Darkness
	Silence
	Petrification
	Disease
	Curse
	Bind

	Protect
	Shell
	Attack Down
	Defense Down
	Dia
	ReRaise
	Blink
	Stoneskin
	Slow
	Haste
	Attack Boost

	Aquaveil
	A bard song effect is active
	An effect (such as "Mighty Strikes") is active
	You are gradually recovering HP
	Your level has been temporarily reduced upon entering a battlefield
	You have received "image support" from a guild (➡ p. 135)
	You are riding a chocobo
	You have received your nation's Signet (➡ p. 135)
	Your MP is gradually increasing

JOBS

Things to Remember When Selecting a Main Job

If your current job is a standard job, you can change to another one at any time in your Mog House. (➡ p. 97) If you have satisfied certain requirements, you will be able to select an extra job as well. Remember, if you are in a party and are facing hard-to-beat monsters, keep the jobs of your fellow party members in mind. Different combinations of jobs can have a drastic effect on tactics.

Your Main Job Level

As you win battles, your PC will obtain experience points corresponding to the difficulty of the monsters you have faced. Once your experience points reach a certain level, your main job level will increase. Each job class is divided into different levels, such as "Warrior/Lv. 3." However, even if your character has reached level 15 as a warrior, once you switch to another job you will start at level 1. As your main job level increases, so too will your HP, MP, and Status values. Additionally, you won't be able to equip certain items or learn certain spells until you reach the required level. This sort of information will always appear in the log window, so make sure to read it carefully before purchasing an item or scroll.

The Support Job System

The support job system allows you to create powerful and unique custom characters by building up experience in multiple job classes. This system allows you to select a "support job" in addition to your main job, so you can create characters such as a monk with the abilities of a black mage.

How to Set a Support Job

1. Complete a certain quest that allows you to have a support job.
2. Open the main menu in your Mog House and select "Support Job."

Example: Creating a character with a main job of warrior level 20 and a support job of white mage level 10

Warrior	➡ Change Main Job To ➡	White Mage
Allows you to use any white magic available to a level 10 white mage		Restricts you to the abilities of a level 5 warrior.

The support job level is permanently restricted to 50% of that of the main job level. This means that if you create a character as above, with white mage level 10 as the main job and warrior level 20 as the support job, the support job level will be reduced to 5, which is half that of the main job level. Make sure to consider this relationship between main and support jobs when you select a support job for your character. Setting a support job will increase your HP and allow you to use the abilities of the support job. However, you will not gain experience in the support job. If you wish to gain experience in a specific job, you must make it your main job.

Abilities

Each job has a certain set of job traits, which automatically take effect in battle or in the field, and job abilities, which can be activated as necessary in battle. As your job level increases, you will gain new job traits and abilities.

Job Traits

The following is an example of the thief's "Treasure Hunter" job trait.

1. Select "thief" as your job class.
2. Obtain the "Treasure Hunter" job trait.
3. Once you have gained this job trait, the probability that a monster will drop treasure after a battle will increase.

Job Abilities

The following is an example of the warrior's "Berserk" job ability.

1. Select "warrior" as your job class.
2. Learn the "Berserk" job ability.
3. Select "Berserk" from the "Abilities" menu during battle.
4. For a certain period of time, your defense power will be lowered while your attack power increases.

Beastmasters and Summoners

Let's take a quick look at the specialized "beastmaster" and "summoner" jobs.

Beastmasters

Charm

The "Charm" ability allows beastmasters to command monsters as they see fit. (Certain monsters are immune to being charmed, however.)

NOTE: What Happens When I Successfully Charm a Monster?

A message will appear in your log window. Henceforth, the monster will become your "Pet" and follow behind your character. The effect of the "Charm" command wears off after a certain period of time. Also, if the charm runs out on an aggressive monster, the monster may attack the player.

- Only one pet can be charmed at a time.

Familiar

Enhances your pet's powers in various ways.

Pet Commands

As long as "Charm" is in effect, a beastmaster can issue commands to a pet by opening the action command menu, selecting "Abilities," and then "Pet Commands." As a beastmaster, you will gain additional pet commands as your level increases.

Fight

Makes your pet attack the targeted monster. If your pet's HP are reduced to zero, it will disappear. You cannot use recovery magic or items on pets.

Heel

Pet stops attacking the targeted monster and returns to your PC's side.

Stay

Makes your pet stay and wait on the spot.

Sic

Orders your pet to perform a special attack.

Away

Releases the pet from your control.

Summoners

Summoners can wage battle against their enemies by using avatars. There are various types of avatars. As a summoner's level increases and they meet certain requirements, they will be able to control more types of avatars.

Summoning

Open the action command menu, select "Magic," then "Summon Magic," and press the confirm button to call forth an avatar. You can then use "Pet Commands" to issue orders to the avatar.

The Job Abilities of Summoners

Astral Flow
Allows avatars to use their full strength.

Pet Commands for Summoners

Assault
Orders the avatar to attack (auto-attack).

Retreat
Orders the avatar to retreat.

Release
Releases the avatar and sends it away.

Blood Pact
Opens a separate window and allows you to select special attacks corresponding to the type of avatar. When under the effect of the "Astral Flow" ability, devastatingly powerful attacks will be added to the list as well.

Summoners spend MP when they summon avatars, and continue to use MP after the avatar has appeared. The amount of MP used depends on the avatar. Furthermore, more MP is used when an avatar is commanded to use a special attack. When a summoner's MP reach zero, their avatar will automatically be released. PCs cannot restore the HP of avatars.

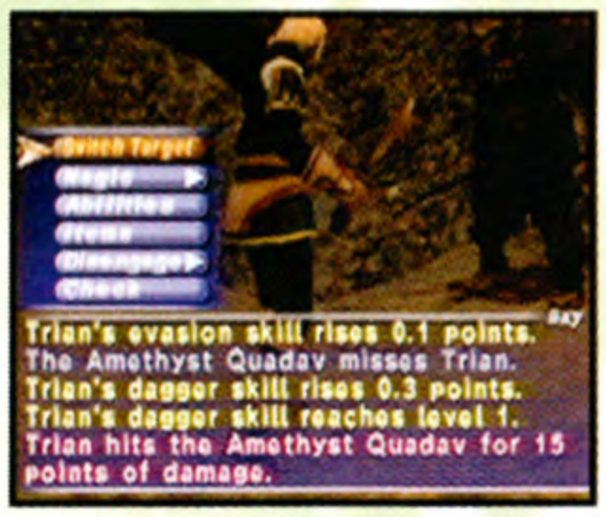
If a PC that is ordering a pet or avatar to attack a monster attacks a different monster, they will lose their control over the pet or avatar.

SKILLS

Your character will acquire various special skills as you adventure in Vana'diel. Your skills improve every time you use a weapon or magic in battle or equip a new item or piece of equipment. You can view your character's specific skill levels by selecting "Status" on the main menu. If you have reached the maximum skill level for your current job level, the number will appear in blue.

Battle-Related Skills

As you can see in the screen shot, messages will appear in yellow text in your log window as your skills increase during battle. Here you can see that your "sword" skill has increased by 0.2 points in battle.



Weapon-Based Skills

As you use your equipped weapon in battle, your skill with that weapon will increase. These skill increases are reported in the log window.

Bare Hands	Hand-to-Hand Skill
Knives & Daggers	Dagger Skill
One-handed Swords	Sword Skill
One-handed Axes	Axe Skill
Staves	Staff Skill

Once each of these skills reaches a certain level, you will learn a new weapon skill.

Defense Skills

Evasion	Your ability to dodge enemy attacks
Shields	Your ability to block enemy attacks with a shield
Parry	Your ability to block enemy attacks using your weapon

Magic Skills

As your magic skill level increases, so too will the effectiveness and aim of your magic spells.

Magic Skill	Example Spell	Description
Divine	Banish	Deals light elemental damage
Healing	Cure	Restores HP
Enhancing	Protect	Enhances defense temporarily
Enfeebling	Blind	Blinds an enemy, lowers accuracy
Elemental	Fire	Deals fire elemental damage
Dark	Bio	Deals dark damage

Item Synthesis and Related Skills

Item Synthesis

The items called "crystals" are infused with a powerful energy. Releasing this energy to energize, transmute, or fuse items is called "Item Synthesis" in Vana'diel. Your success at synthesizing items is largely based on your craft skill level. You must increase your craft skill level in order to synthesize high quality items on a regular basis.

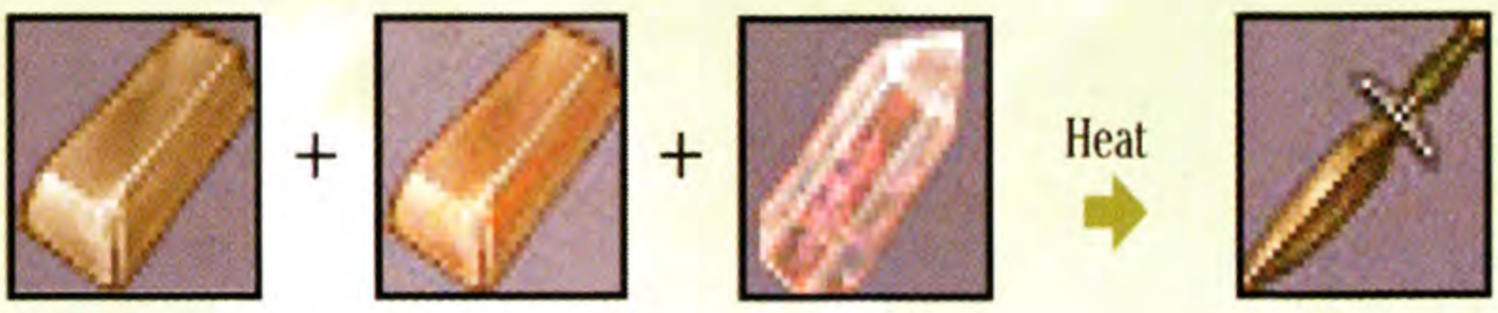
Craft Skills

Item synthesis isn't always successful. In fact, you will find that you fail more often than you succeed. The key to success is your craft skill level. Your skill level increases slightly every time you attempt to synthesize something. As it increases, you will find yourself more successful at synthesizing items—and you may even occasionally produce items of surprising value. There is a whole array of different craft skills. Focus on a single skill to become a specialist, or learn a wide variety as a jack-of-all-trades. It's all up to you!

Craft Skill	Materials and Work	Resulting Goods
Fishing	Fishing rods, bait, lure, etc.	Fish, items, etc.
Woodworking	Wood carving, wood turning, etc.	Musical instruments, shields, furniture, etc.
Smithing	Forging, Metalworking, etc.	Metals, axes, armor, etc.
Goldsmithing	Gemcutting, weapon refinement, etc.	Gems, rings, rare swords, etc.
Clothcraft	Clothmaking, weaving, etc.	Clothes, hats, capes, etc.
Leathercraft	Tanning, etc.	Shoes, belts, mantles, etc.
Bonecraft	Bones, scales, teeth, etc.	Masks, armor, etc.
Alchemy	Chemical & rare metal synthesis, etc.	Medicine, special weapons, chemicals, etc.
Cooking	Ingredients, etc.	Various dishes, snacks, etc.

When your craft skill reaches a certain level, the guildsmaster will give you a task. When you synthesize the item detailed in the task, your skill ranking will increase. (As your skill ranking increases, you will be able to synthesize items of increasing value.) Example: Amateur ➡ Recruit ➡ Initiate ➡ Novice
Your craft skill level reaching 1 does not necessarily mean that your skill ranking has reached 1.

An Example of Item Synthesis:



Bronze ingot | Copper ingot | Fire Crystal | Bronze dagger (Skill required: Smithing skill)

How to Synthesize Items

Select "Items" from the main menu and choose a crystal to open the item synthesis menu. Select the materials you wish to combine and place them in open slots. Once you have selected all the materials you wish to use, move the cursor to "OK" and press the confirm button. If your combination of the crystal and the materials was correct, the synthesis process will begin. If you succeed, you will obtain a new item; if you fail, the crystal and some materials may be lost. However, even if your attempt is a failure, your craft skill may still improve. If at first you don't succeed, try and try again!

Guilds

The major cities in Vana'diel are home to organizations of skilled craftsmen called "guilds." Guilds are divided into various specialties, such as the Blacksmiths' Guild, the Alchemists' Guild, and the Culinarians' Guild. Guilds provide various services, such as selling the materials needed for item synthesis and offering tests for craft skills. If you join a guild, you can ask the craftsmen there to coach you in improving your craft skill level. You can pay some gil to a guild to receive a temporary increase in the skill level associated with that guild. You will find that your success at synthesizing items will dramatically increase during this time. (A message will appear in your log window, and an icon indicating your status change will appear on the top of your screen after the skill level is increased.)

CRYSTALS

The energy that fills the world of Vana'diel occasionally coalesces in the form of "crystals." Adventurers find these portable crystals invaluable for their role in synthesizing various items. Crystals are infused with energy, and this energy can be released for various effects. The eight different types of crystals have the following effects:

Fire Crystals (red)	Heat
Ice Crystals (blue)	Congeal
Dark Crystals (black)	Decay
Lightning Crystals (purple)	Split

Earth Crystals (yellow)	Bond
Water Crystals (light blue)	Dissolve
Wind Crystals (green)	Carve
Light Crystals (white)	Restore

Obtaining Crystals

Receiving "Signet" from Guards

Guard forces (whose names differ from nation to nation) are stationed in the cities and observation posts of the three nations. While these forces are charged with keeping law and order in their respective nations, they will also assist adventurers who are in search of crystals. Find a guard, target them, and press the confirm button. If the guard is from the country of your allegiance, they will bestow a magical "Signet" upon you. Signet allows you to find crystals. Once you have been bestowed with a nation's Signet, a crystal-shaped icon will appear at the top of your screen. The effect of Signet wears off after a certain period of time.

Defeating Monsters

You may obtain a crystal if you defeat a monster while Signet is in effect. Guards are only stationed in regions that are under your nation's control. You can use "Region Info" to determine which regions are under your nation's control, and look for the outposts that are closest to the area where you are fighting. You can cooperate with fellow citizens of your nation in "Conquests" to increase the number of regions that are under your nation's control. If your nation is part of an "Allied Campaign," you can receive Signet from the guards of allied countries as well as your own.

Using Crystals

Crystals are used in item synthesis (➡ p. 136) to create totally new items. (You will need to mix the proper combination of materials and have the appropriate craft skill level to succeed, however.) Guilds provide information and assistance with item synthesis, so make sure to drop by when you are in need of help.

Contribute to Gatehouses for Rank Points

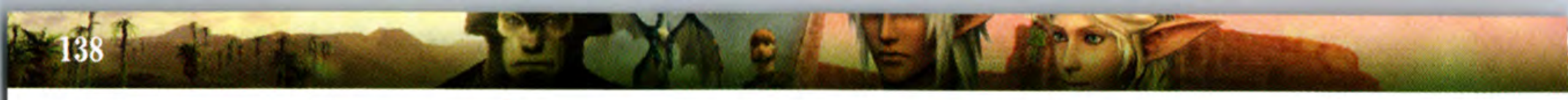
You can speak to the Guard in any gatehouse of your country to make a donation of crystals. When you make a donation, you will receive a number of rank points proportional to the number of crystals given.

NOTE:

Guards will only accept crystals from players who are rank 2 or higher.

Obtaining Crystals in Parties

If you are playing as part of a party, as long as any one member has Signet, you will have a chance of finding crystals. Crystals obtained during party play are treated as treasures. (➡ p. 128)



FINAL FANTASY XI ONLINE

Rise of the Zilart

FINAL FANTASY XI: Rise of the Zilart is an expansion pack for the FINAL FANTASY XI game. Once you register, your characters will be able to explore newer areas and experience new jobs. No additional installation is required to enjoy the new features of FINAL FANTASY XI: Rise of the Zilart, and there are no additional charges to use this expansion, but you will need to register for this expanded service in order to take advantage of the new gameplay features.

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(You only have to register the Rise of Zilart expansion once.There is no need to repeat this for each character Content ID you purchase.) For more information on registering expanded services, please refer to "STEP 2. REGISTERING EXPANDED SERVICES." (➡ p. 80)

- Please refer to the preceding FINAL FANTASY XI owner's manual for information on controls, gameplay, changing jobs, etc.

After you have completed the installation process for PlayOnline and FINAL FANTASY XI, log in to PlayOnline, select "Content ID" from the FINAL FANTASY XI top page, and press the confirm button.

On the Content ID screen, select "Register ID" under "Expanded Services" and press the confirm button.

- Please read the "Expanded Services" section before registering.

Enter your PlayOnline ID and PlayOnline password, followed by the Rise of the Zilart registration code shown on the last page of this owner's manual.

- You must enter a valid Rise of the Zilart registration code to complete the registration process.

A confirmation screen will appear. If you wish to proceed, select "Yes."

You will now be able to access the content included in FINAL FANTASY XI: Rise of the Zilart.

- Please keep your registration code in a safe place.

The expanded services registration code allows one PlayOnline ID to access expanded services. Once you register your PlayOnline ID for expanded services, all Content IDs (characters) can access these expanded services. This applies to future Content IDs (characters) as well.

- A PlayOnline ID, password, and an expanded services registration code are required for you to register for expanded services.
- Even if you have installed the expansion data, you will be unable to access the expanded services until you have completed the registration process.
- Once you have registered Rise of the Zilart, it cannot be removed.
- There is no additional fee for registering Rise of the Zilart.

New Jobs in FINAL FANTASY XI: Rise of the Zilart

Completing certain quests will allow you to access additional advanced jobs. Just like standard jobs, each comes with its own specific job traits and job abilities that you will unlock as your job level increases. For information about changing jobs, please refer to "Change Jobs." (➡ p. 97)

SAMURAI

Warriors from the Far East, masters to no one save themselves, and dedicated to the art of the bladed weapon known as the katana.

Samurai Job Abilities:

Meikyo Shisui: Allows the use of any weapon skill for the same fixed TP cost. Allows an individual to perform one-man skillchains.

NINJA

Adepts of ancient Far Eastern techniques in stealth and assassination.

Ninja Job Abilities:

Mijin Gakure: Sacrifices your own life to damage your enemy (without EXP penalties).

DRAGOON

Masters of the lance, dragoons can command creatures known as wyverns. They are well renowned for their ability to leap great heights. Dragoons can use wyverns and their own jumping abilities to turn the tide of a battle. Wyverns learn more abilities as their master's level increases.

Dragoon Job Abilities:

Call Wyvern: Calls a wyvern to fight by your side. Generally, a wyvern imitates its master's actions in combat.

Examples:

- PC initiates an auto-attack; Wyvern initiates an auto-attack against the same target.
- PC uses a spell or weapon skill; Wyvern uses a breath attack.

As a dragoon's job level increases, their wyverns will gain new abilities, such as the ability to heal PCs and use breath attacks of the element that will most damage an enemy. However, PCs cannot heal wyverns.

Additionally, the abilities of the wyvern will differ depending on your character's support job. For example, if you have white mage as your support job, the wyvern will focus on healing. If your support job is warrior, the wyvern will focus on attacks. Dragoons use the "Dismiss" command to send their wyverns away.

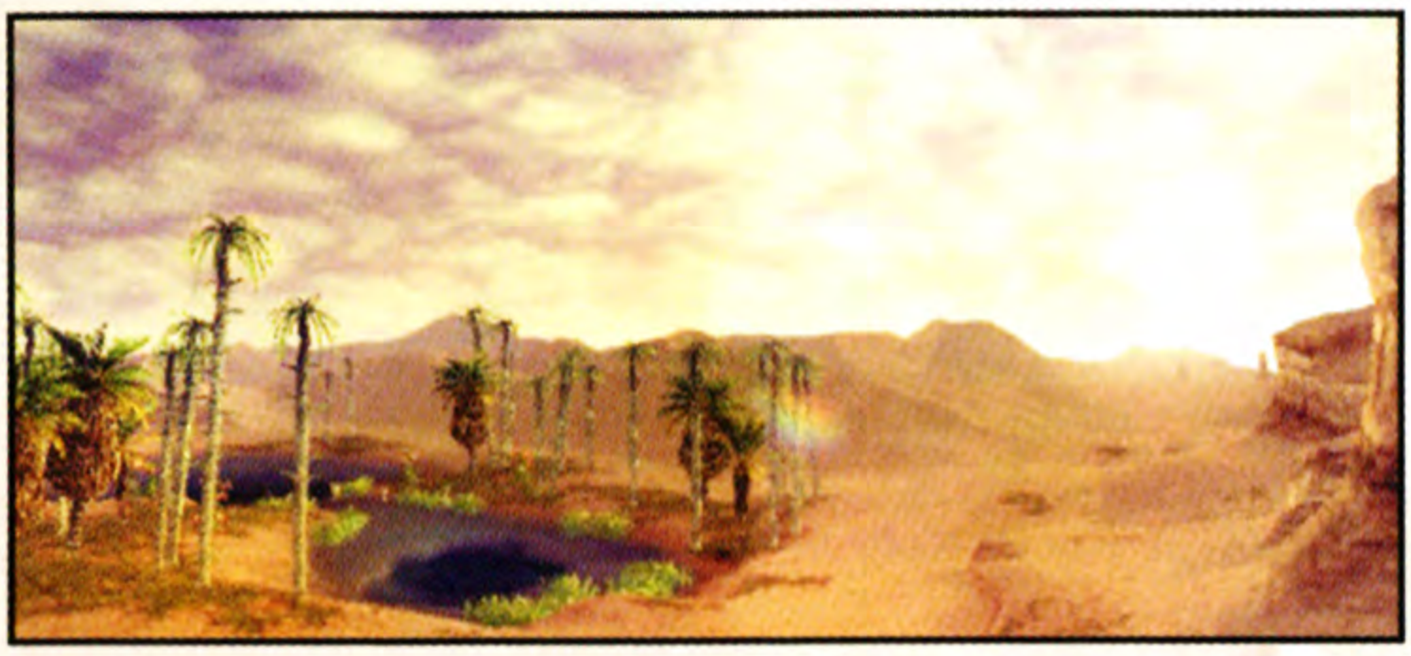
New Areas in FINAL FANTASY XI: Rise of the Zilart

When you register the FINAL FANTASY XI: Rise of the Zilart expansion, you will find that your character is able to access new areas that were previously inaccessible. Some of these areas require you to satisfy certain conditions before you may enter. You may encounter NPCs in these areas. Perhaps they will have new quests or missions for you.

Let's take a look at some of the new areas you will find:

ALTEPA DESERT

A sprawling desert that covers the majority of Zepwell Island. Long ago, Altepa was home to the Galka civilization. Crumbling ruins remain scattered throughout the area. Although the Altepa Desert is mostly barren wasteland, there are a few pockets of civilization, such as the oasis of Rabao.



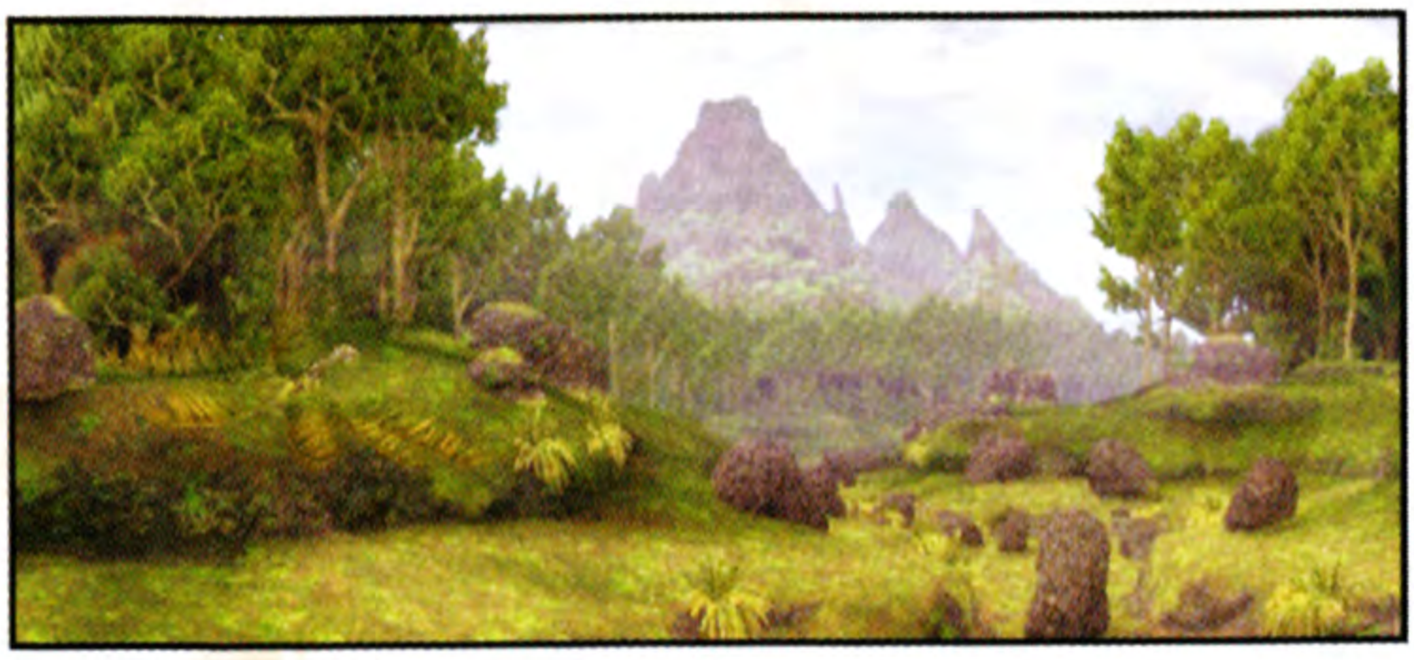
KAZHAM

A fishing village founded some four hundred years ago on the northern tip of Elshimo Island. Mithra form nearly half of Kazham's population and support the village by hunting and fishing. The village is self-governed, and all matters are judged by councils headed by Chieftainness Jakoh Wahcondalo.

YUHTUNGA JUNGLE

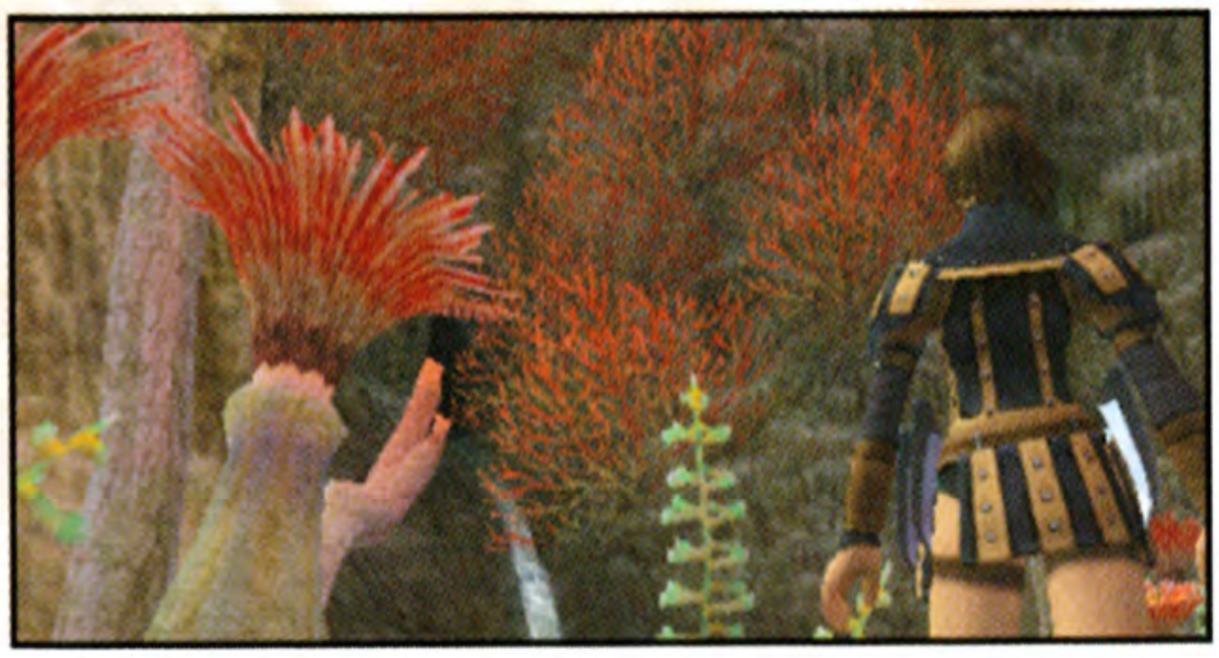
A tropical rainforest located in the western portion of Elshimo Island. This jungle is host to a variety of plant life, including creeping vines, hanging foliage, and even flesh-devouring plants that have grown to enormous proportions.

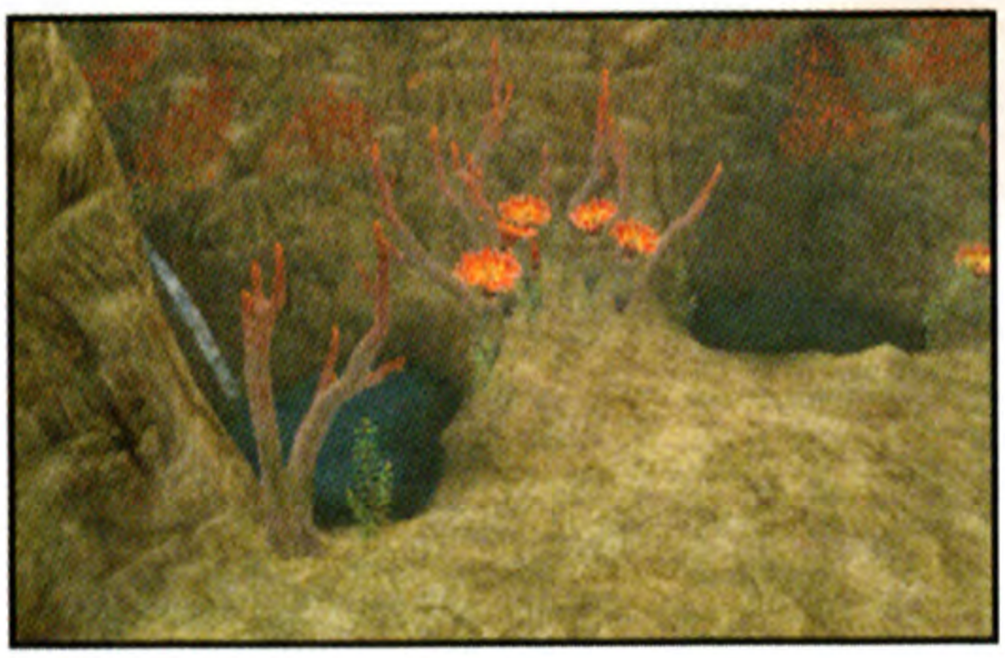
The Hidden Valley, located on the southern edge of the jungle, is home to numerous waterfalls and is said to be a gathering place for beautiful faeries. This sacred canyon has long been used by the people of Kazham for purification rituals.



KORROLOKA TUNNEL

This cave is located deep beneath the sea floor and was used by the Galka to flee to the Quon Continent. The Galka were driven from their homeland by beastmen known as the Antica. The interior of the cave is quite beautiful and is formed from a terrestrial coral. To the Galka, however, it is known as a place of tragedy and death, where the coral thrived on the blood of fallen comrades.

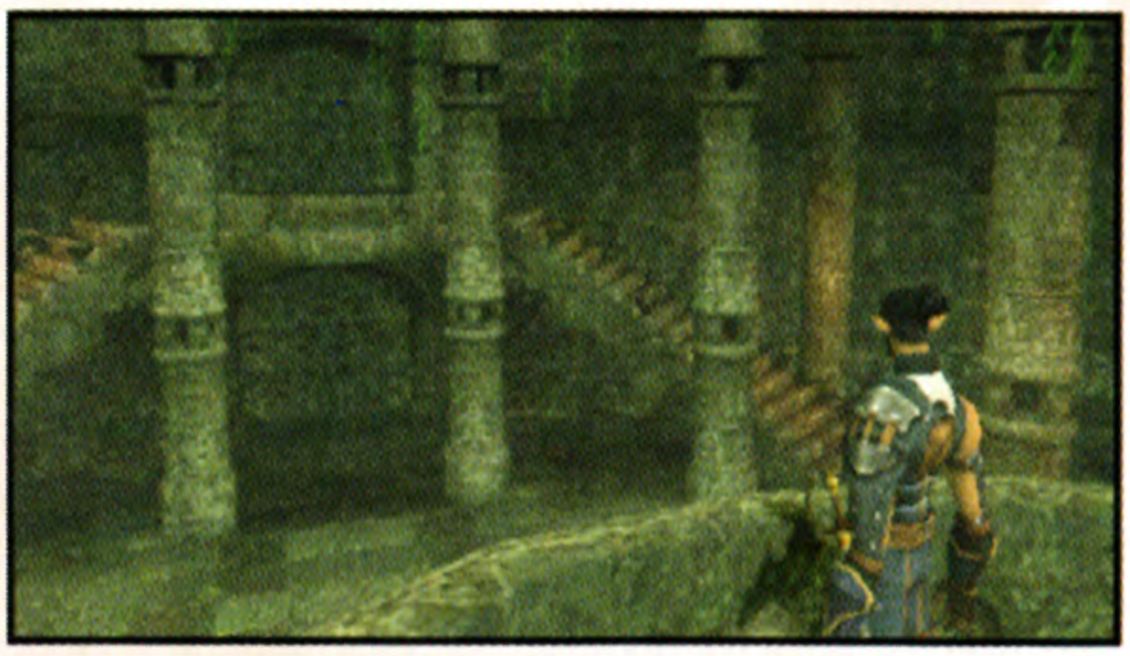




TEMPLE OF UGGALEPIH

An ancient temple to the evil deity Uggalepih, built in the isolated depths of the jungle on the eastern portion of Elshimo Island. The structure itself has fallen into ruin, and the roots of nearby trees are slowly consuming its walls.

Locals dare not approach the Temple of Uggalepih. It is referred to as a temple of hatred, since it is occupied by the small but brutal beastmen known as the Tonberries. Travelers who accidentally stray into the area tell horrifying tales of cursed chanting that resonates from the depths of the earth.

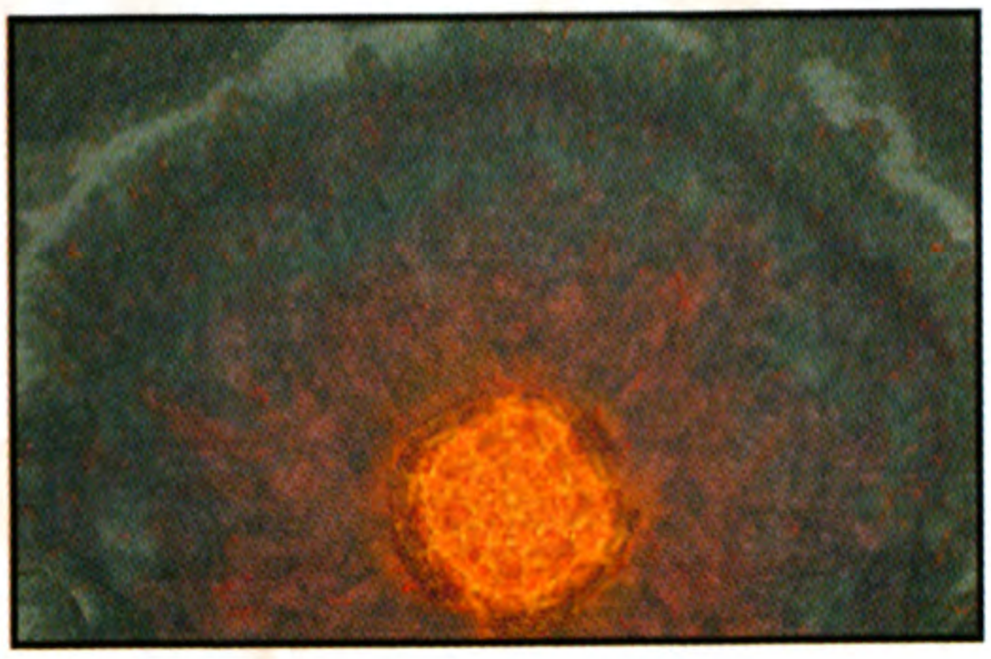


NORG

An ancient smuggler port located off the northern tip of Elshimo Island. Norg has long been known as a stronghold for the pirates that roam the Bastore Sea. The bustling port sees many a pirate crew restocking supplies or recruiting new blood, and pirate vessels brim with smuggled goods and plunder. Norg is a black market specializing in the bladed weapons of the Far East (the sale of which is prohibited in most of Vana'diel). Rumor has it that the survivors of the Marquisate of Tavnazia may have escaped to Norg.

IFRIT'S CAULDRON

The flaming maw of the active volcano known as Mount Yuhtunga. The Cauldron cannot be reached by climbing, but can be accessed through natural vents that have formed from escaping volcanic gases. However, long-term exposure to the volcanic gases that permeate these vents is extremely hazardous, and the area is known as a birthing ground for the gaseous life forms known as bombs. Long ago, people were sent here as sacrificial victims in an attempt to gain the favor of the bombs and prevent eruptions.



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Everyone at SQUARE ENIX and FINAL FANTASY fans everywhere

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Jim Bass
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Steve Ross
Riley Russell
Marilyn Weyant
Shuhei Yoshida

PlayOnline™ Member Agreement

Background on this Agreement

PlayOnline is an online, membership-based entertainment service provided by Square Enix U.S.A., Inc. ("**SEUI**" or "**us**" or "**we**"). It is designed to provide members with access to and use of various online services, including online games as its main feature.

IMPORTANT - This PlayOnline Member Agreement is a binding legal agreement between SEUI and you ("**you**"), and sets forth the terms and conditions that govern your use of the PlayOnline Service (as defined below). By using the PlayOnline Service, you agree to be bound by this Member Agreement and to follow these terms and conditions and all applicable laws and regulations governing your use of the PlayOnline Service. If at any time you do not agree to be bound by these terms and conditions, you must immediately end your use of the PlayOnline Service.

Article 1: Definitions

1.1 "**Agreement**" means this PlayOnline Member Agreement, which must be accepted by each User (or by a parent or legal guardian on behalf of those Users between the ages of 13 and 17) prior to any use of PlayOnline or any services offered in connection therewith.

1.2 "**Documentation**" means those user manuals, specifications documents and other instructional materials related to PlayOnline (whether written or electronic) that are provided by SEUI or otherwise made available to Users.

1.3 "**Hardware**" means the computer or the video game equipment on which the Software is installed and used.

1.4 "**Fee-Based Service**" means any online games or other products or services of the PlayOnline Service for which payment of a fee is required for use.

1.5 "**PlayOnline**" or "**PlayOnline Service**" means the PlayOnline online entertainment service offered by SEUI, and includes the various services incorporated therein or offered in connection therewith (including, but not limited to, online video games).

1.6 "**Privacy Policy**" means SEUI's current PlayOnline Service Privacy Policy, which may be accessed on the Website and within the PlayOnline Service at any time.

1.7 "**Prohibited Activities**" has the meaning ascribed to it in Section 4.4 below.

1.8 "**Rules**" means any rules or other instructions applicable to the PlayOnline Service (or any aspect thereof) that may be posted on the Website and within the PlayOnline Service from time to time for Users to access and review.

1.9 "**Software**" means, collectively, all computer programs made available to Users for use with the PlayOnline Service as embodied on any one or more discs or other media provided to a User, or as incorporated into any one or more electronic files provided to a User.

1.10 "**Subscription Fee**" means the fee that applies to your use of any Fee-Based Service. The Subscription Fee will be charged each month to your credit card, or to you by any other payment method approved by SEUI in accordance with the terms of this Agreement.

1.11 "**Users**" means users of the PlayOnline Service; provided that any User between the ages of 13 and 17 must have the express authorization of a parent or legal guardian, such authorization shall be evidenced by execution of this Agreement by such parent or legal guardian. Children under the age of 13 are not permitted to use any PlayOnline Service.

1.12 "**Website**" means the SEUI website for the PlayOnline Service directed at http://www.playonline.com.

Article 2: Application of this Agreement

2.1 Scope of the Agreement. The terms that apply to your use of PlayOnline include all of the terms of this Agreement, any and all software license agreements that you are required to execute as part of the PlayOnline registration and/or installation process, all user agreements that you may be required to execute upon your subscription to or other participation in certain services, the Privacy Policy, and any and all Rules. You agree to abide by any and all Rules, which shall, upon posting within PlayOnline and/or to the Website and/or delivery to Users, form a part of this Agreement. You understand and agree that the Rules and the aforementioned software license agreements and user agreements are expressly incorporated herein and form a part of this Agreement.

2.2 Amendments to this Agreement. SEUI may change the terms of this Agreement and the scope of the PlayOnline Service in whole or in part, at any time, with or without notice to Users. Such changes will be posted within the PlayOnline Service and on the Website, and this posting will constitute notice to you. The current terms of the PlayOnline Member Agreement can always be found on the Website, and you agree to review these terms from time to time, and in any event promptly upon notice of any changes, whether such notice is delivered to you directly or simply posted. If at any time, the current terms are not acceptable to you, you agree to terminate your use of the PlayOnline Service. Your continued use of PlayOnline after SEUI posts any change(s) to its terms or to the scope of the PlayOnline Service shall constitute your agreement to and acceptance of all of the changes.

Article 3: Term, Termination, and Suspension

3.1 Term. This Agreement will commence when you indicate your acceptance of its terms and conditions and proceed to complete the registration process and will continue in effect until terminated in accordance with this Article 3; provided, however, that this Agreement will also resume, take effect and continue in force immediately upon reactivation of your PlayOnline user account after any termination of such account.

3.2 Termination.

(a) Your PlayOnline user account and any rights you may have under this Agreement (including those you may have under any other agreement related to your use of PlayOnline) will immediately and automatically terminate upon your breach of any provision of this Agreement, including (without limitation) your violation of any Rule.

(b) You may terminate this Agreement at any time by canceling your PlayOnline user account and by ceasing all use of PlayOnline and all related services. If your PlayOnline user account is terminated by SEUI for any reason, you will not be able to reactivate the terminated user account again.

(c) SEUI reserves the right to terminate PlayOnline Service in whole or in part for any reason with prior notice.

3.3 No Use of PlayOnline by Children. Without limiting any of the other provisions of this Agreement (including, without limitation, the terms of this Article 3), SEUI shall be entitled to terminate the user account of any User who is determined or believed to be under the age of 13, or who is determined or believed to be permitting children under the age of 13 to access and use the PlayOnline Service.

3.4 Suspension. PlayOnline Service may be temporarily suspended in whole or in part without notice due to routine maintenance, emergency repairs, fire, flood, explosion, war, strike, embargo, governmental action or failure to act, the act of any civil or military authority, act of God, or by any other causes beyond SEUI's control whether or not similar to the foregoing, or any other reasons that SEUI determines in its sole discretion that temporary suspension is deemed necessary.

Article 4: Ownership, Rights, and Restrictions

4.1 Ownership and Rights. SEUI (and, to the extent applicable, its licensors) owns and shall retain all right, title and interest in and to the PlayOnline Service, the Software and all Documentation, and will be the sole owner of any and all data you generate through your use of the PlayOnline Service, and you receive only limited rights to access and use PlayOnline Service, the Software and all Documentation, as set forth in any applicable license agreement. SEUI shall reserve its rights in its sole discretion to delete, alter, or transfer any and all data at anytime without notice to User. Further, SEUI shall have the right to assign and/or delegate in its sole discretion its rights and obligations under this Agreement in whole or in part to third party at anytime without notice to Users. PLAYONLINE, THE SOFTWARE AND THE DOCUMENTATION ARE PROTECTED BY UNITED STATES AND FOREIGN COPYRIGHT AND TRADEMARK LAWS, AND INTERNATIONAL TREATIES, AND ARE THE SUBJECT OF TRADE SECRETS.UNAUTHORIZED REPRODUCTION OR DISTRIBUTION OF THE SOFTWARE IS SUBJECT TO CIVIL AND CRIMINAL PENALTIES.

4.2 Restrictions. To the maximum extent permitted by law, you may not: (a) modify, reverse engineer, decompile, or disassemble the Software; (b) rent, lease, loan, sell, sublicense, distribute, transmit or otherwise transfer the Software, your User or other account-related information (including, but not limited to, your User ID or password information) to any third party; (c) make any copy of or otherwise reproduce the Software; or, (d) use the Software or your PlayOnline user account to provide service bureau or time-sharing services, or for any other commercial purpose. The PlayOnline Service and the ability to access PlayOnline are for the personal use of Users only and may not be copied, resold, leased, transferred, exchanged or bartered.

4.3 Restricted Material. As used in this Agreement, "Restricted Material" means, collectively: (a) any copyrighted material, unless you have first obtained the copyright owner's express written permission to use that material; (b) any material that defames, abuses, or threatens others, or violates the privacy, intellectual property, or other proprietary rights of any third party; (c) any material that violates any U.S. or foreign law or regulation, or that promotes illegal activity; (d) any material that contains obscenity or images or content that exploit children under 18 years of age; (e) any statements or images that are bigoted, hateful, or racially offensive; or (f) any material published for commercial purposes, including, without limitation, any offering of products or services for sale, any solicitation of advertisers or sponsors, or any display of sponsorship information.

4.4 Revocation of User Rights. SEUI shall reserve the right in its sole discretion to revoke or suspend your PlayOnline user account and your ability to use PlayOnline at anytime without prior notice to you, particularly but not limited to if SEUI should determine (in its sole discretion) or should reasonably believe that you are responsible for, or have participated in, any of the following (collectively, "**Prohibited Activities**"):

(a) Providing any false name, address or other registration information to SEUI;

(b) Interfering with or obstructing the operation of the PlayOnline Service;

(c) Taking any action that has the effect of tarnishing or otherwise damaging the reputation or credibility of SEUI or any of its business partners;

(d) Making available or otherwise using PlayOnline to transmit any Restricted Material;

(e) Offering for sale, selling, or otherwise seeking monetary compensation for (1) any Software characters (or "**avatars**"), (2) any names, abilities, character features or other items available within a game or obtained as a result of game play or through PlayOnline Service, (3) any points acquired as a result of using the Software or playing any online games in PlayOnline, or (4) access to any PlayOnline user account;

(f) Harassing, tormenting, intimidating, pestering, obstructing, taking advantage of, or any way hurting or damaging other Users or any third parties or their properties utilizing the PlayOnline Service;

(g) Committing, attempting to commit, or soliciting or attempting to solicit other to commit, any illegal, criminal, inappropriate, inconceivable, or any unwelcome acts;

(h) Impersonating or attempting to impersonate of any employee of SEUI or any SEUI partner or affiliate, any other user of the Game or the PlayOnline Service, or any other person, in a manner intended to deceive or mislead any third party, or in any effort to access the account of another Game player or PlayOnline user; or

(i) Use of any commercially available cheat codes or cheat devices; or

(j) Violating any Rule.

In addition, SEUI shall be entitled to terminate the account (immediately and without notice) of any User who was previously suspended or terminated by SEUI and who re-registered using different information in order to avoid such suspension or termination. You agree to indemnify and hold SEUI harmless from and against any losses or damages sustained by SEUI as a result of your engaging in any Prohibited Activities, and you further agree to reimburse SEUI for any and all expenses incurred by SEUI in remedying the effects of such action.

Article 5: User Responsibilities

5.1 Payment Method Information and Information Required for Authorization. As part of your PlayOnline registration process, you will be required to provide an approved payment method, which may be a valid credit card in your name or any other valid payment method that has been approved by SEUI. Use of certain basic services in the PlayOnline Service are provided free of charge; however, you acknowledge and understand that a valid payment method must always be maintained with SEUI in order to access the PlayOnline Service. In addition, you acknowledge and agree that the payment method you register may be used for age verification purposes (where applicable). Users between the ages of 13 and 17 must have this Agreement executed by a parent or legal guardian. Should you decide to subscribe to any Fee-Based Service, your approved method of payment will be used for payment of any and all applicable fees, which will be charged to you in accordance with the terms of this agreement or other applicable agreements for use of such Fee-Based Service. A parent or legal guardian must also execute such other applicable agreement on behalf of any User between the ages of 13 and 17; thereafter, fees will apply and you will be charged to the payment method you have chosen.

5.2 Subscription Fee. Your access to and use of the Fee-Based Services are contingent upon your timely and complete payment of the applicable Subscription Fee in accordance with this Section 5.2. You acknowledge and understand that your approved payment method will automatically be charged for the Subscription Fee on a monthly basis, at the beginning of each month, and that SEUI will not send you any bills or invoices, but will simply apply the monthly Subscription Fee to the approved method of payment that is registered. Any applicable Subscription Fee for use of Fee-Based Services will be charged to you in advance, and any additional Subscription Fee amounts, such as for the creation of additional game characters, will be charged to you in the first monthly charge after you incur such additional amounts.

(a) **Payment of Fee.** The Subscription Fee and any additional Subscription Fee amounts will be due and payable at the beginning of each month, and will automatically be charged to the approved payment method that you provided when you registered for the PlayOnline Service. If at any time your payment method should cease to be valid, or should otherwise reject charges, your access to and use of the PlayOnline Services as a whole will be suspended immediately, and you will be required to provide a valid credit card in your name, or other approved payment method, in order to reactivate your account. Before reactivation of your account, all delinquent Subscription Fees will be charged to the valid payment method newly registered. You may incur fees (in addition to the Subscription Fee) for any such reactivation of your account, and you acknowledge and understand that such fees will be charged without further notice to you.

(b) Authorization of Monthly Payment. You hereby authorize SEUI and its designated agents to charge any Subscription Fees to your approved payment method at the beginning of each month during the term of this Agreement, and you agree to timely pay all amounts so charged. You understand and agree that all payments to SEUI hereunder will be nonrefundable, even if you decide to terminate your access to and use of the Fee-Based Services in the middle of any month or other period for which you have already paid for such access and use.

(c) **Late Fees and SEUI Rights.** In the event that you are late in paying any Subscription Fee due hereunder, or refuse to pay any credit card or other applicable bill containing a Subscription Fee charge (such that SEUI incurs fees, penalties, or other expenses as a result thereof), SEUI shall be entitled to charge you a late fee at the annual rate maximum allowed by applicable laws, of all amounts due and owing, charged on a monthly basis for so long as you remain delinquent in your payment obligations. SEUI shall further be entitled to pass through to you, for prompt payment by you, any and all fees, penalties, or other expenses charged to SEUI by any credit card company, bank, collection agency, or any other company or institution as a result of your failure to timely pay all amounts due under this Agreement, together with a 10% administrative fee.

(d) **Fee Changes.** You acknowledge and agree that SEUI may change the amount of the Subscription Fee at any time; provided, however, that such change will be announced by SEUI prior to its effective date. If you do not terminate your access to and use of the Fee-Based Services by the first calendar day of the month in which any pricing change takes place, you will be deemed to have agreed to the new pricing, and the Subscription Fee will continue to be automatically charged and due and payable as set forth herein.

5.3 Service Access. You are solely responsible for obtaining and maintaining, at your own expense, all input/output devices or equipment (such as modems, terminal equipment, Hardware and software) and communications services (including, without limitation, long distance or local telephone services or other Internet access) necessary to access the PlayOnline Service, and for ensuring such equipment and services are compatible with all requirements of the PlayOnline Service.

5.4 Account Management. You are responsible for all use of your PlayOnline user account and for the security of your User information (including, without limitation, your password). Unless you are a parent or legal guardian responsible for use of PlayOnline by a child between the ages of 13 and 17 (in which case you have the limited right and ability to permit use of your PlayOnline user account only by your child or children and only if they are between the ages of 13 and 17), you shall not transfer or permit any other person to use your PlayOnline user account, and you are solely responsible for maintaining the confidentiality of all of your User and account information. You will be responsible for any and all damage (whether to SEUI, other Users, or any third party) that may result from use of your User ID and password by others. You agree promptly to notify SEUI if you lose or forget your User ID or password, or if you believe that others are making use of your PlayOnline user account.

5.5 Personal Information Management. You understand that your use of the PlayOnline Service will require that you disclose to SEUI certain personal and personally identifiable information, and you acknowledge that you have read and agree to all of the terms of the Privacy Policy, which discusses our information gathering and dissemination practices. The Privacy Policy is hereby incorporated into this Agreement by this reference. In the event of any conflict between this Agreement and the Privacy Policy, this Agreement shall prevail.

5.6 Online Conduct. You, and not SEUI, are responsible for your conduct at all times during your use of the PlayOnline Service. SEUI makes no guarantee of the accuracy, correctness, or completeness of any material transmitted or otherwise provided to you during your use of PlayOnline (including, but not limited to, your use of any Fee-Based Services). Without limiting the foregoing, SEUI will not be responsible for (a) any errors or omissions arising from your use of the Software or your access to or use of PlayOnline; (b) any losses or damages (including without limitation any lost data, opportunity, profits or revenue) arising from your use of the PlayOnline Service, the Software or any materials or services provided by SEUI or by any third party; or (c) any inappropriate conduct, harassment, use of foul, obscene or otherwise inappropriate language by other Users or any third parties.

5.7 Indemnification. You will indemnify, defend, and hold SEUI harmless against any and all claims, suits, actions, expenses, attorney and other legal fees and costs arising from your use of the PlayOnline Service or the Software and relating to (a) your breach of any provision of this Agreement, or the inaccuracy of any of your representations in this Agreement or made in connection with your registration for a PlayOnline user account; (b) your violation or infringement of any proprietary or privacy rights of any third party; (c) any User content or information you provide or otherwise generate, including, without limitation, your transmission of any unlawful, libelous, offensive, or defamatory content, or content deemed obscene or harmful to minors; or (d) any third-party claims arising out of or relating to your use of the PlayOnline Service or the Software.

Article 6: Disclaimer of Warranties and Limitation of Liability

6.1 Disclaimer. You understand and acknowledge that use of the PlayOnline Service and/or the Software may result in unpredictable damage or loss to you, including, without limitation, unexpected results or loss of data. All products and services relating to this Agreement, including, without limitation, the PlayOnline Service, the Software and the Documentation, are provided "AS IS" without warranty of any kind. TO THE MAXIMUM EXTENT PERMITTED BY LAW, SEUI EXPRESSLY DISCLAIMS ANY AND ALL WARRANTIES, EXPRESS OR IMPLIED, REGARDING THE PLAYONLINE SERVICE AND SOFTWARE, INCLUDING (BUT NOT LIMITED TO) ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. SEUI does not warrant that the PlayOnline Service or the Software will meet your expectations or requirements, or that the operation of the PlayOnline Service or the Software will be uninterrupted or error free. The entire risk as to the quality and performance of the PlayOnline Service and the Software is with you.

Without limiting the generality of the foregoing, SEUI may in certain instances elect to provide a 90-day limited warranty on the software, or on certain aspects thereof. This warranty, if provided, will be described in the written Documentation provided with the software, and you should refer to the Documentation for the specific terms and conditions of this limited warranty, as well as any eligibility requirements.

6.2 Limitation of Liability.

(a) You are not entitled to receive damages from SEUI for any cause relating to this Agreement, to your use of PlayOnline or the Software, or to any materials or services provided by any third party in connection with your use of PlayOnline or the Software. In addition, in no event will you be entitled to obtain any injunctive relief or otherwise enjoin, restrain, or otherwise interfere with SEUI or with the distribution, operation, development, or performance of the PlayOnline Service, the Software or any related products and services.

(b) IN NO EVENT SHALL SEUI BE LIABLE TO YOU OR TO ANY THIRD PARTY FOR ANY DAMAGES WHATSOEVER ARISING OUT OF YOUR USE OR INABILITY TO USE THE PLAYONLINE SERVICE OR THE SOFTWARE, INCLUDING WITHOUT LIMITATION ANY SPECIAL, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, OR DAMAGES FOR LOSS OF DATA, LOST PROFITS, OR LOST BUSINESS OPPORTUNITIES, REGARDLESS OF THE LEGAL THEORY UNDER WHICH SUCH DAMAGES ARE SOUGHT, AND EVEN IF ADVISED IN ADVANCE OF THE POSSIBILITY OF SUCH DAMAGES. WITHOUT LIMITING THE FOREGOING, IN NO EVENT WILL SEUI'S TOTAL LIABILITY ARISING OUT OF OR IN CONNECTION WITH THIS AGREEMENT OR WITH ANY PRODUCTS OR SERVICES PROVIDED HEREUNDER EXCEED THE HIGHEST AMOUNT PAID BY YOU IN A SINGLE MONTH TO SEUI AS YOUR SUBSCRIPTION FEE FOR USE OF THE PLAYONLINE SERVICE AND/OR ANY RELATED PRODUCTS OR SERVICES.

(c) AS SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

Article 7: General Terms

7.1 Governing Law and Jurisdiction. This Agreement shall be governed by California law, without reference to its rules regarding conflicts of law. Each party hereto hereby irrevocably submits and consents to the sole and exclusive jurisdiction of the courts of the State of California and of the United States of America located in the County of Los Angeles for any action, suit or proceeding arising out of or relating to this Agreement.

7.2 Copyright Infringement Notification. Pursuant to 17 U.S.C. § 512, as amended by Title II of the Digital Millennium Copyright Act (the "**Act**"), SEUI will terminate the account of any User who uses his or her account privileges to unlawfully transmit copyrighted material without a license, valid defense or fair use privilege to do so. After proper notification by the copyright holder or its agent to SEUI and later confirmation through court order or an admission by the User that his or her account has been an instrument of unlawful infringement, SEUI will terminate the infringing User's account. SEUI may also in its sole discretion decide to terminate a User's account privileges prior to that time if SEUI has good faith belief that infringement has in fact occurred. In addition, pursuant to 17 U.S.C. § 512(c), SEUI has implemented procedures for receiving written notification of claimed infringements and for processing such claims in accordance with the Act. SEUI is dedicated to respecting and upholding the intellectual property rights of others, and we ask our Users to do the same. If you believe that your copyright has been infringed through the use of a PlayOnline account, please contact the PlayOnline Information Center.

7.3 Severability. If any provision of this Agreement is determined by any court of competent jurisdiction to be invalid or unenforceable, such provision will be interpreted to the maximum extent to which it is valid and enforceable, all as determined by such court in such action, and the remaining provisions of this Agreement will, nevertheless, continue in full force and effect without being impaired or invalidated in any way.

7.4 No Waiver. No waiver by SEUI of any term, provision or condition of this Agreement, whether by conduct or otherwise, in any one or more instances, shall be deemed to be or be construed as a further or continuing waiver of any such term, provision or condition or as a waiver of any other term, provision or condition of this Agreement.

7.5 Entire Agreement. This Agreement, together with all incorporated documents (including, without limitation, the Privacy Policy, any and all software license agreements, any and all user agreements, and the Rules), constitutes the entire understanding and agreement between the parties with respect to the subject matter hereof and supersedes any and all prior or contemporaneous oral or written communications with respect hereto, all of which are merged herein. You acknowledge and agree that you have read this Agreement and understand and accept its terms.

Article 8: DNAS and Peripheral Disclaimers for PlayStation®2 Users

The terms of this Article 8 are applicable only to those Users accessing and using PlayOnline and the Software from a PlayStation®2 computer entertainment system.

In order to participate in PlayOnline, the User will access and use "DNAS" (Dynamic Network Authentication System), proprietary authentication software, servers and system created by Sony Computer Entertainment Inc. ("**SCEI**"). SEUI is required to inform User of and obtain User's agreement to the following:

8.1 DNAS Disclaimer. This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("**SCEI**"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally. **A Publisher can combine this information with personally identifying information from the Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy.** SCEI, Sony Computer Entertainment America ("**SCEA**") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the user's repair or replacement of the affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

SEUI is not responsible for "DNAS", and you agree that SEUI shall have no liability or other responsibility for any claim or liability in connection with your use of or access to, or your inability to use or access, "DNAS".

8.2 Peripheral Disclaimer. SEUI MAKES NO PROMISE OR OTHER WARRANTY THAT PLAYONLINE OR THE SOFTWARE WILL WORK PROPERLY WITH ANY PERIPHERAL DEVICE, INCLUDING, BUT NOT LIMITED TO, MEMORY CARD(S), NETWORK ADAPTORS AND MODEMS.

PlayOnline™ Service Privacy Policy

I. Background on this Privacy Policy

Square Enix U.S.A., Inc. ("**SEUI**") is committed to respecting the privacy rights of those customers, visitors, users, and other participants (collectively, "**Users**") who use the PlayOnline online, membership-based entertainment service ("**PlayOnline**"). PlayOnline includes the PlayOnline Viewer and certain multi-player online games, as well as such other products and services as SEUI may elect to make available to Users from time to time. This privacy policy (this "**Policy**"), which is an important part of the PlayOnline Member Agreement (the "**Member Agreement**"), describes the information SEUI collects from Users, and how and why that information is collected, used, and stored. As a User of PlayOnline, you acknowledge that you understand SEUI will be collecting information from you, some of which may be personally identifiable information, and by accessing and using PlayOnline, you consent to the collection and use of that information in accordance with this Policy. In addition, you understand and agree that, by using PlayOnline to play online games, certain information about you will be available to other Users (as explained in this Policy or in the documentation applicable to such online games), and SEUI cannot control, and will have no responsibility for, the actions of such other Users with respect to that information about you.

II. A Note Concerning Use of PlayOnline by Users under the Age of 18

SEUI strongly encourages parents and legal guardians to take an active role in supervising Internet use by their children, protecting their children's privacy, and preventing inappropriate uses of information about their children. Parents and legal guardians are fully responsible for compliance with this Policy and for any use of PlayOnline by their children, and are further responsible for educating their children as to the data collection practices of SEUI and the importance of protecting personally identifiable information at all times. An additional resource on use of the Internet by children is available on the website of the Federal Trade Commission located at

http://www.ftc.gov/bcp/conline/edcams/kidzprivacy/index.html.

Children ages 13 to 17 ("**Permitted Minors**") may use PlayOnline, provided that a parent or legal guardian first provides his or her consent to such use and agrees to supervise (and accept all responsibility for) the Permitted Minor's use of PlayOnline. We regret that use of PlayOnline by children under the age of 13 is strictly prohibited. PlayOnline is in no way directed at any User under the age of 13, and if we learn that information has been collected from anyone under the age of 13, that information will promptly be deleted. We reserve the right to suspend the account of any User who provides access to PlayOnline in violation of this Policy or of his or her Member Agreement.

III. SEUI Data Collection and Use

A. What Personal Information Does SEUI Collect?

As a User, information about you will be collected (i) during the registration process, when you provide us with personally identifying information, (ii) by our PlayOnline technology, which automatically collects information on your use of PlayOnline as you access the various products and services, and (iii) in the PlayOnline Viewer, which stores any information that you voluntarily provide and tracks your usage as you access and participate in interactive products and services such as online games, E-mail, chat rooms, and friend lists. These various kinds of information are described in more detail below.

1. Information Collected During the Registration Process

We require Users to register with us in order to access a number of the products and services offered on PlayOnline. During registration, we ask you to provide us with certain information that personally identifies you (referred to herein as "**Personal Information**"). Personal Information may include your name, date of birth, telephone number, mailing address, E-mail address, and credit card account information, as well as any other information that may be used to identify you. Personal Information is collected so that we can provide you with the PlayOnline services you requested, contact you to verify your Personal Information or PlayOnline account activities, notify you if there is a problem with your account, and enhance the services that we provide to you. After registration, you will be given a PlayOnline ID and a PlayOnline E-mail address, and asked to choose your own passwords. We strongly suggest that Users not choose passwords that can be easily recognized or guessed by others, and that they take steps to protect the confidentiality of their password information.

2. Collection of Traffic Data

SEUI may also collect certain anonymous usage data, such as pages visited and services used within PlayOnline (collectively, "**Traffic Data**"). This information is not Personal Information and generally is not aggregated with Personal Information. We generally use Traffic Data to improve our services to you and to customize and enhance your PlayOnline experience.

3. Information Provided During Usage

The PlayOnline Viewer includes E-mail, friend lists and chat rooms where Users may voluntarily post or exchange information, including (but not limited to) Personal Information. Users can also communicate with each other through their players and characters while using PlayOnline to play online games. While Users have complete discretion over whether they share Personal Information with other Users while enjoying these services, SEUI strongly suggests that Users not reveal their Personal Information in this way. Please note that such Personal Information is stored by SEUI as non-public information. SEUI reserves the right to access and/or monitor Users' personal files, E-mails, and chat room and online game conversations.

While using PlayOnline, Users (including Permitted Minors) may receive or be exposed to information that is offensive, hostile, or unsuitable to them. SEUI has addressed this problem, in part, by providing an automatic (i.e., unmonitored) filtering system in chat rooms and online games that allows Users to elect to block such information while they are using these services. Although we believe that the filtering system will eliminate some exposure to offensive and inappropriate material, we cannot promise that all such material will be eliminated, and we strongly encourage parents and legal guardians to oversee the activities of Permitted Minors. SEUI is not and will not be responsible for the disclosure or exchange of any Personal Information by Users in connection with use of PlayOnline, or the receipt of any inappropriate or offensive materials by any Users, including (but not limited to) Permitted Minors, in connection with any use of PlayOnline.

PlayOnline may, from time to time, include certain features for Users (such as the ability to take "screen shots" of a game), which Users can utilized while playing certain online games or using other PlayOnline services. Information obtained by use of these features may include information concerning you and/or other Users (including, but not limited to, Character Data, Player Data, and any other information voluntarily provided by Users). SEUI cannot control the acts of Users, the information that Users may include, display or transmit by use of these features, or how any such information is otherwise handled by Users. You understand that Users may obtain, display, distribute and perhaps even alter materials (including, without limitation, screen shots) that contain your Character Data, Player Data or other information concerning you. In no event will SEUI have any responsibility or liability to you for any conduct involving or claims or losses arising from Users utilizing features of PlayOnline (whether or not similar to those described herein), nor will SEUI have any liability to you or to any third party for any information, images, or other data disclosed, distributed or otherwise made available through or as a result of utilizing any features of PlayOnline (whether or not similar to the features described in this paragraph).

B. How Does SEUI Use the Information It Collects?

1. Use of Information by SEUI

SEUI uses Personal Information to respond to your requests for help or information, to complete transactions such as purchases or monthly billing, to verify that you are qualified to use PlayOnline, and for certain other purposes related to our operation of PlayOnline. We may also use Personal Information to notify you of changes in PlayOnline features, Member Agreement terms, or other related SEUI agreements, and to send you updates or newsletters about our company and services, and other promotional materials via your PlayOnline E-mail address. In addition, SEUI may use or disclose Personal Information and other User information in response to any subpoena or other legal disclosure obligation, or in the event that a User is participating in, or suspected of participating in, prohibited, illegal, or inappropriate activities or threats, including, without limitation, any activities that may endanger any individual's life or property while using PlayOnline as well as any other activities that SEUI determines (in its sole discretion) to be inappropriate.

SEUI may use information on User-created players and characters, including but not limited to, names and location, for marketing and promotional activities, and may do so without any notice to the Users whose players and characters are used. Such activities may include, without limitation, posting player and character information on SEUI websites.

2. Information Shared with Third Parties

We may share your Personal Information with our business partners, advertisers or other business affiliates, who may be responsible for responding to your requests for information, support or assistance. These business partners, advertisers and other business affiliates must agree to protect the confidentiality of all Personal Information they receive from us, as described in paragraph 4 below.

3. Confidentiality of Personal Information

Except as otherwise provided in this Policy, we will keep your Personal Information confidential and will not share it with third parties, unless SEUI reasonably believes use of your Personal Information and/or such disclosure is necessary to: (a) comply with any law, such as in response to a court order or subpoena; (b) protect our rights or any property that we own, operate or control; (c) enforce any Member Agreement or other terms of use applicable to PlayOnline; or (d) protect the safety and/or security of Users or third parties.

4. Security of Personal Information

SEUI takes those steps it deems reasonably necessary to protect the security, integrity, accuracy and privacy of the information our Users share with us, including setting up processes to avoid any unauthorized access or disclosure of this information. We will provide you with the capability to transmit your Personal Information via secured and encrypted channels. We will take reasonable steps to protect Personal Information and Traffic Data from unauthorized third parties. We endeavor to maintain accurate Personal Information collected from our Users, and are grateful for your assistance in maintaining the accuracy of that information while you remain a User of PlayOnline. We also take reasonable steps to require that third parties with whom we share any data provide sufficient protection of that Personal Information.

IV. User Ability to Access, Update and Correct Personal Information

Your Personal Information is available for review from the "Service & Support" section of the PlayOnline Viewer. You may access your personal profile at any time from that "Service & Support" section to review and update your Personal Information.

V. How Users Can Protect Their Personal Information

We are committed to protecting the privacy of your Personal Information, and we urge you to play an active role as well by following these measures when you are using PlayOnline: (a) never give out your PlayOnline ID or password, or permit anyone else to access PlayOnline using your ID and password; (b) immediately report any unauthorized use of your PlayOnline ID or password by using the form available in the "Service & Support" section of the PlayOnline Viewer; (c) immediately report any unauthorized use of your credit card information to the PlayOnline Information Center; and (d) always sign off from your account and log out from PlayOnline when you have finished a PlayOnline session—these actions will help to prevent others from gaining access to your information. SEUI will never ask you to disclose your password in any email or chat room, and if you ever receive such a request from someone purporting to be with SEUI, please report it to us immediately.

VI. Changes to This Policy

SEUI reserves the right, at any time and without notice to you or to other Users, to update or modify this Policy, simply by posting such update or modification on the "Information" section of the PlayOnline Viewer and on the official PlayOnline website (the "**Website**"). Any such update or modification will be effective immediately upon posting on these locations, and your continued use of PlayOnline after such posting shall constitute evidence of your acceptance of the update or modification.

In the event that SEUI is acquired by or merged with a third party, or PlayOnline is sold or transferred to another party, or is otherwise no longer under SEUI's control, we reserve the right, in any of these circumstances, to sell or otherwise transfer the information we have collected from our Users as part of such merger, acquisition, sale, or other change of control. In the unlikely event of our bankruptcy, insolvency, reorganization, receivership, or assignment for the benefit of creditors, or the application of laws or equitable principles affecting creditors rights generally, we may not be able to control how your Personal Information is treated, transferred, or used. Therefore, you should know that in such event, your Personal Information may be treated like any other asset of our company, and sold, transferred or shared with third parties, or used in ways not contemplated or permitted hereunder, without notice to you or your consent.

VII. SEUI Contact Information

If you have any questions or comments regarding this Policy or the PlayOnline products and services, please contact SEUI using the forms available under "E-mail Support" in the "Service & Support" section of the PlayOnline Viewer, or call the PlayOnline Information Center at (858) 790-7529.

PlayOnline™ Viewer and Tetra Master® Software License Agreement

Background on this Agreement

This PlayOnline Viewer and Tetra Master Software License Agreement is between Square Enix U.S.A., Inc. ("**SEUI**" or "**us**" or "**we**"), and you ("**you**"), a registered user of the PlayOnline entertainment service and a licensee of the PlayOnline Viewer software, the Tetra Master software and all accompanying documentation.

IMPORTANT - This Software License Agreement is a binding, legal agreement between SEUI and you and governs your use of the PlayOnline Viewer and Tetra Master software. If at any time you do not agree to be bound by these terms and conditions, you must immediately end your use of the PlayOnline Viewer and Tetra Master. Please contact your place of purchase for return, refund, or exchange subject to the return and exchange policy of the retailer.

For good and valuable consideration, the receipt and sufficiency of which are hereby acknowledged, you agree as follows:

Article 1: Definitions

1.1 "**Agreement**" means this PlayOnline Viewer and Tetra Master Software License Agreement, which must be accepted by you (or by your parent or legal guardian on your behalf if you are between the ages of 13 and 17) prior to any use of the Licensed Software.

1.2 "**Documentation**" means those user manuals, specifications documents and other instructional materials related to the Licensed Software (whether written or electronic) that are provided by SEUI or otherwise made available to Users.

1.3 "**Game**" means the Tetra Master online game program embodied in the Licensed Software provided to you hereunder, together with any additional features or functionality of such online game that may be available to you through the PlayOnline Service.

1.4 "**Hardware**" means the computer or the video game equipment on which the PlayOnline Viewer computer program and the Tetra Master online game program are installed and used.

1.5 "**Licensed Software**" means, collectively, the PlayOnline Viewer computer program and the Tetra Master online game program, as embodied on any one or more discs, or other media provided to you, or as incorporated into any one or more electronic files provided to you, together with any updates, additions or modifications thereto that SEUI may elect (in its sole discretion) to provide or make available to you from time to time.

1.6 "**Member Agreement**" means the PlayOnline Member Agreement, which must be executed by you (or by your parent or legal guardian on your behalf if you are between the ages of 13 and 17,) prior to any use of PlayOnline.

1.7 "**PlayOnline**" or "**PlayOnline Service**" means the PlayOnline online entertainment service offered by SEUI, which includes the various services incorporated therein or offered in connection therewith (including, but not limited to, online games).

1.8 "**Privacy Policy**" means SEUI's current PlayOnline Service Privacy Policy, which may be accessed on the Website and within the PlayOnline Service at any time.

1.9 "**Subscription Fee**" means the fee that applies to your use of the Licensed Software. The Subscription Fee will be charged each month to your credit card, or to you by any other payment method approved by SEUI, which you provided in connection with your PlayOnline registration, as described in the Member Agreement.

1.10 "**Users**" means users of the PlayOnline Service; subject to the requirement that any User between the ages of 13 and 17 must have the express authorization of a parent or legal guardian, which authorization shall be evidenced by execution of the Member Agreement by such parent or legal guardian. Children under the age of 13 are not permitted to use any PlayOnline Service.

1.11 "**Website**" means the SEUI website for the PlayOnline Service located at http://www.playonline.com.

Article 2: Grant of License

2.1 License Grant.

(a) SEUI hereby grants you the limited, personal, nonexclusive, non-transferable, revocable license during the term of this Agreement to install and use the Licensed Software only on and in connection with a single Hardware and to use a single copy of the Documentation solely in connection with your use of the Licensed Software.

(b) You acknowledge that your access to and use of the Game may be contingent upon your timely and complete payment of the Subscription Fee in accordance with the "User Responsibilities" section of the Member Agreement. Please read the section carefully and completely.

2.2 Term and Termination. This Agreement will commence when you indicate your acceptance of its terms and conditions and proceed to install the Licensed Software. Your rights under Section 2.1 will immediately and automatically terminate upon your breach of any provision of this Agreement or the Member Agreement.

2.3 Ownership. SEUI (and, to the extent applicable, its licensors) owns and shall retain all right, title and interest in and to the PlayOnline Service, the Licensed Software and all Documentation, and will be the sole owner of any and all data you generate through your use of the PlayOnline Service. You receive only those limited rights to access and use the Licensed Software and all Documentation set forth herein. PLAYONLINE, THE LICENSED SOFTWARE AND THE DOCUMENTATION ARE PROTECTED BY UNITED STATES AND FOREIGN COPYRIGHT AND TRADEMARK LAWS, AND INTERNATIONAL TREATIES, AND ARE THE SUBJECT OF TRADE SECRETS. UNAUTHORIZED REPRODUCTION OR DISTRIBUTION OF THE LICENSED SOFTWARE IS SUBJECT TO CIVIL AND CRIMINAL PENALTIES. PLAYONLINE and TETRA MASTER are trademarks used by SEUI under license and may not be reproduced, altered, or used in any way without the prior, written consent of SEUI.

2.4 Restrictions. To the maximum extent permitted by law, you may not: (a) modify, reverse engineer, decompile, or disassemble the Licensed Software; (b) rent, lease, sublicense, distribute, or transmit the Licensed Software to any third party; (c) rent, lease, sell, distribute, transmit or otherwise transfer your User or other account-related information (including, but not limited to, your User ID or password information) to any third party; (d) make any copy of or otherwise reproduce the Licensed Software; (e) infringe any copyright, trademark rights, or any other intellectual property rights of SEUI or its licensors or, (f) use the Licensed Software to provide service bureau or time-sharing services, or for any other commercial purpose. The Licensed Software is for your personal use only and may not be copied, leased, or made available for use by others.

You acknowledge and agree that any products that are created from, based on, or in connection with the Licensed Software shall be the property of SEUI. SEUI reserves its rights in its sole discretion to request such products to be sent to SEUI or its facilities, or be destroyed.

Article 3: User Responsibilities

3.1 Valid Payment Method. You acknowledge that the use of the PlayOnline Viewer, which allows you to access various free features and services and to launch fee-based online games and services, requires you to provide and maintain a valid payment method with SEUI in order to have continuous access to and use of the PlayOnline Viewer and the PlayOnline Service. You are responsible for maintaining such a valid payment method during the term of this Agreement.

3.2 Service Access. You are solely responsible for obtaining and maintaining, at your own expense, all input/output devices, equipment (such as modems, terminal equipment, computer or video game equipment and software) and communications services (including, without limitation, Internet access and related services) necessary to access the PlayOnline Service and use the Licensed Software, and for ensuring such equipment and services are compatible with all requirements of the PlayOnline Service.

3.3 Personal Information Management. You understand that your use of the Licensed Software in connection with the PlayOnline Service will require that you disclose to SEUI certain personal and personally identifiable information, and that such information is subject to our Privacy Policy, which contains important information on how we collect and use information from you. You understand that it is your sole responsibility to review the Privacy Policy from time to time for any changes or revisions thereto.

3.4 Indemnification. You will indemnify, defend, and hold SEUI harmless against any and all claims, suits, actions, expenses, attorney fees and other legal fees and costs arising from your use of the Licensed Software (whether alone or in connection with the PlayOnline Service) and relating to (a) your breach of any provision of this Agreement, or the inaccuracy of any of your representations made in this Agreement or made in connection with your registration of any SEUI product or service; (b) your violation or infringement of any proprietary or privacy rights of any third party; or (c) any third-party claims arising out of or relating to your use of the Licensed Software (whether alone or in connection with the PlayOnline Service).

Article 4: Disclaimer and Limitation of Liability

4.1 Disclaimer. You understand and acknowledge that your use of the Licensed Software (whether alone or in connection with the PlayOnline Service) may result in unpredictable damage or loss to you, including, without limitation, unexpected results or loss of data. All products and services relating to this Agreement, including, without limitation, the Licensed Software and the Documentation, are provided "AS IS" without warranty of any kind. TO THE MAXIMUM EXTENT PERMITTED BY LAW, SEUI EXPRESSLY DISCLAIMS ANY AND ALL WARRANTIES, EXPRESS OR IMPLIED, REGARDING THE LICENSED SOFTWARE AND YOUR USE THEREOF, INCLUDING (BUT NOT LIMITED TO) ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. SEUI does not warrant that the Licensed Software will meet your expectations or requirements, or that the operation of the Licensed Software will be uninterrupted or error free. The entire risk as to the quality and performance of the Licensed Software is with you.

4.2 Limitation of Liability.

(a) You are not entitled to receive damages from SEUI for any cause relating to this Agreement, to your use of the Licensed Software (whether alone or in connection with the PlayOnline Service), or to any materials or services provided by any third party in connection with your use of the Licensed Software. In addition, in no event will you be entitled to obtain any injunctive relief or otherwise enjoin, restrain, or otherwise interfere with SEUI or with the distribution, operation, development, or performance of the Licensed Software or any related products.

(b) IN NO EVENT SHALL SEUI BE LIABLE TO YOU OR TO ANY THIRD PARTY FOR ANY DAMAGES WHATSOEVER ARISING OUT OF YOUR USE OR INABILITY TO USE THE LICENSED SOFTWARE, INCLUDING WITHOUT LIMITATION ANY SPECIAL, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, OR DAMAGES FOR LOSS OF DATA, LOST PROFITS, OR LOST BUSINESS OPPORTUNITIES, REGARDLESS OF THE LEGAL THEORY UNDER WHICH SUCH DAMAGES ARE SOUGHT, AND EVEN IF ADVISED IN ADVANCE OF THE POSSIBILITY OF SUCH DAMAGES. WITHOUT LIMITING THE FOREGOING, IN NO EVENT WILL SEUI'S TOTAL LIABILITY ARISING OUT OF OR IN CONNECTION WITH THIS AGREEMENT OR WITH ANY PRODUCTS OR SERVICES PROVIDED HEREUNDER EXCEED THE HIGHEST AMOUNT PAID BY YOU IN A SINGLE MONTH TO SEUI AS YOUR SUBSCRIPTION FEE FOR USE OF THE PLAYONLINE SERVICE AND/OR ANY RELATED PRODUCTS OR SERVICES.

(c) AS SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

Article 5: General Terms

5.1 Governing Law and Jurisdiction. This Agreement shall be governed by California law, without reference to its rules regarding conflicts of law. Each party hereto hereby irrevocably submits and consents to the sole and exclusive jurisdiction of the courts of the State of California and of the United States of America located in the County of Los Angeles for any action, suit or proceeding arising out of or relating to this Agreement.

5.2 Copyright Infringement Notification. Pursuant to 17 U.S.C. § 512, as amended by Title II of the Digital Millennium Copyright Act (the "**Act**"), SEUI will terminate the account of any User who uses his or her account privileges to unlawfully transmit copyrighted material without a license, valid defense or fair use privilege to do so. After proper notification by the copyright holder or its agent to SEUI and later confirmation through court order or an admission by the User that his or her account has been an instrument of unlawful infringement, SEUI will terminate the infringing User's account. SEUI may also in its sole discretion decide to terminate a User's account privileges prior to that time if SEUI has good faith belief that infringement has in fact occurred. In addition, pursuant to 17 U.S.C. § 512(c), SEUI has implemented procedures for receiving written notification of claimed infringements and for processing such claims in accordance with the Act. SEUI is dedicated to respecting and upholding the intellectual property rights of others, and we ask our Users to do the same. If you believe that your copyright has been infringed through the use of a PlayOnline account, please contact the PlayOnline Information Center.

5.3 Severability. If any provision of this Agreement is determined by any court of competent jurisdiction to be invalid or unenforceable, such provision will be interpreted to the maximum extent to which it is valid and enforceable, all as determined by such court in such action, and the remaining provisions of this Agreement will, nevertheless, continue in full force and effect without being impaired or invalidated in any way.

5.4 No Waiver. No waiver by SEUI of any term, provision or condition of this Agreement, whether by conduct or otherwise, in any one or more instances, shall be deemed to be or be construed as a further or continuing waiver of any such term, provision or condition or as a waiver of any other term, provision or condition of this Agreement.

5.5 Entire Agreement. This Agreement, together with the Tetra Master User Agreement and any other terms of use relevant to your use of the Licensed Software, constitutes the entire understanding and agreement between the parties with respect to your use of the Licensed Software and supersedes any and all prior or contemporaneous oral or written communications with respect to the subject matter hereof, all of which are merged herein. This Agreement shall form a part of your Member Agreement and is expressly incorporated into that agreement by this reference. In the event of any conflict between this Agreement and the Member Agreement, the terms of the Member Agreement shall prevail; provided, however, that for all matters that are not covered in this Agreement, the terms of the Member Agreement and the Tetra Master User Agreement (as applicable) shall continue to apply. You acknowledge and agree that you have read this Agreement and understand and accept its terms.

5.6 U.S. GOVERNMENT RESTRICTED RIGHTS. This software is provided with RESTRICTED RIGHTS. If this software is licensed by or for any unit or agency of the United States Government, then this software will be classified as "commercial computer software," as that term is defined in the applicable provisions of the Federal Acquisition Regulations and supplements (the "FAR"), including the Department of Defense ("DoD") FAR Supplement (the "DFARS"). This software was developed exclusively at private expense, and no part of this software was first produced in the performance of a United States Government contract. If this software is supplied for use by the DoD, this software is delivered subject to the terms of this Agreement and either (i) in accordance with DFARS 227.7202-1(a) and 227.7202-3(a), or (ii) with restricted rights in accordance with DFARS 252.227-7013(c), as applicable. If this software is supplied for use by a Federal agency other than DoD, this software is restricted computer software delivered subject to the terms of this Agreement and (i) FAR 12.212; (ii) FAR 52.227-19; or (iii) FAR 52.227-14, as applicable.

Article 6: DNAS and Peripheral Disclaimers for PlayStation®2 Users

The terms of this Article 6 are applicable only to those Users accessing and using PlayOnline and the Licensed Software from a PlayStation®2 computer entertainment system.

In order to participate in PlayOnline, the User will access and use "DNAS" (Dynamic Network Authentication System), proprietary authentication software, servers and system created by Sony Computer Entertainment Inc. ("**SCEI**"). SEUI is required to inform User of and obtain User's agreement to the following:

6.1 DNAS Disclaimer. This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("**SCEI**"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally. **A Publisher can combine this information with personally identifying information from the Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy.** SCEI, Sony Computer Entertainment America ("**SCEA**") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

SEUI is not responsible for "DNAS", and you agree that SEUI shall have no liability or other responsibility for any claim or liability in connection with your use of or access to, or your inability to use or access, "DNAS".

6.2 Peripheral Disclaimer. SEUI MAKES NO PROMISE OR OTHER WARRANTY THAT PLAYONLINE OR THE LICENSED SOFTWARE WILL WORK PROPERLY WITH ANY PERIPHERAL DEVICE, INCLUDING, BUT NOT LIMITED TO, MEMORY CARD(S), NETWORK ADAPTORS AND MODEMS.

TETRA MASTER® USER AGREEMENT

Background on this User Agreement

IMPORTANT - This Tetra Master User Agreement (this "**Agreement**") is a binding legal agreement between Square Enix U.S.A., Inc. ("**SEUI**" or "**us**" or "**we**") and you ("**you**"), and applies to and governs your use of the Tetra Master multi-player online game (the "**Game**"). This Agreement forms a part of the PlayOnline™ Viewer and Tetra Master Software License Agreement (the "**License Agreement**"), which you were required to accept and execute prior to installing and playing the Game. The License Agreement (together with this Agreement) itself forms a part of the PlayOnline Member Agreement (the "**Member Agreement**"), which you were required to accept and execute in order to obtain access to and use of the PlayOnline online entertainment service (referred to herein as "**PlayOnline**" or the "**PlayOnline Service**"). SEUI provides the Game and the PlayOnline Service to you, a registered PlayOnline member, subject to this Agreement, which may be updated by SEUI at any time without notice to you. As used herein, "Agreement" refers to the most current version of this Agreement. You can review the most current version of this Agreement at any time under the "Rules & Policies" section on the website directed at http://www.playonline.com (the "**Website**"). By playing the Game, you indicate your agreement to all of the terms of this Agreement, and you agree to abide by this Agreement at all times while playing the Game and while using PlayOnline in connection with your use of the Game.

Article 1: Application of this Agreement

The Agreement shall apply at all times to your use of the Game, including your use of PlayOnline to access or play the Game, or to access or participate in any related activities, materials or features. In the event of any conflict between this Agreement and the Member Agreement, this Agreement shall take precedence; provided, however, that for all matters not covered in this Agreement, the terms of the License Agreement and the Member Agreement (as applicable) shall continue to apply.

Article 2: Data Collection and Privacy

In the course of your playing the Game and using the PlayOnline Service, you may accumulate certain usage statistics, score information, character traits, performance records and other Game-related data that are stored for you in the Game and on PlayOnline servers (collectively, your "**Player Data**"). SEUI makes no assurances, representations or warranties whatsoever about the accuracy, currency or continuing availability of this Player Data at any time and reserves its right, at any time and from time to time, without notice to you, to delete all or any part of your Player Data. SEUI shall have no liability to you or to any third party for any such deletion, and further shall not be held responsible for any complete or partial deletion done or caused by you, any third party, or other act or occurrence beyond SEUI's reasonable control, such as a fire, power outage, natural disaster, terrorist act, equipment failure or any other such act or occurrence, whether or not similar to the foregoing. In addition, your Player Data and other information about you is subject to our PlayOnline Service Privacy Policy, which you should review in its entirety and may be accessed under the "Rules & Policies" section of the PlayOnline Viewer and Website. You agree that you will not store or attempt to store any personal information or player data about other PlayOnline users, except to the extent that such storage is an integral part of the Game and necessary in order for you to play the Game.

Article 3: Prohibited Activities and Indemnification

3.1 Prohibited Activities. You may not use the Game or PlayOnline for any activities that are illegal, fraudulent, or a violation of the rights of any third party. Without limiting the generality of the foregoing, the following acts and activities are strictly prohibited and shall, without prejudice to any other rights or remedies that SEUI may have, be cause for immediate termination of your PlayOnline account and your right to play the Game (or any other services) in connection therewith:

(a) Any activities consisting of selling, purchasing or exchanging "tetra" or any other currency that may be used in the Game from time to time, characters, and/or Game items for value (including, but not limited to, any payment in kind and any payment in any currency recognized as legal tender in any country, state, territory or other jurisdiction anywhere in the world) through any means or venue, including, without limitation, Internet auctions or other online exchanges;

(b) The use of or participation in the Game for the purpose, in furtherance of, or in preparation for committing any illegal acts (including, by way of example but not limitation, any kind of gambling) or otherwise violating any applicable local, state, national or international law, or any rules or regulations promulgated thereunder;

(c) The interference with or disruption of the Game or the PlayOnline Service or any servers or networks connected thereto, or the failure to obey any procedures, policies, regulations or other requirements of any networks connected to the PlayOnline Service;

(d) The unauthorized use, duplication, transmission, display, performance or distribution of any items owned by you or third parties, or any other commission of any act of copyright, trademark, or patent infringement, trade secret infringement or misappropriation, or any other violation of any intellectual property or other proprietary right;

(e) The impersonation or attempted impersonation of any employee of SEUI or any SEUI partner or affiliate, any other user of the Game or the PlayOnline Service, or any other person, in a manner intended to deceive or mislead any third party, or in any effort to access the account of another Game player or PlayOnline user;

(f) The use of the Game or the PlayOnline Service to harass any third party, including other users of this game and PlayOnline Service, or to solicit, encourage or threaten bodily harm or destruction of property; and

(g) Use of any commercially available cheat codes or cheat devices.

3.2. Indemnification. You agree to indemnify, defend and hold SEUI harmless from and against any and all claims, suits, actions, expenses, attorney and other legal fees and costs arising from your commission of any acts or activities prohibited by this Article 3.

Article 4: User Disputes

You shall be solely responsible for resolving any and all disputes that may arise between you and other Game players or PlayOnline users in connection with the Game or your use of PlayOnline, and for paying any and all expenses incurred by you in connection with resolving such dispute. SEUI shall not be responsible for mediating or resolving any such disputes and shall have no liability to you or to any third party for any costs, fees, expenses, damages or other losses incurred in connection with or as a result of any such disputes.

FINAL FANTASY® XI Software License Agreement

Background on this Agreement

This FINAL FANTASY XI Software License Agreement is between Square Enix U.S.A., Inc. ("**SEUI**" or "**us**" or "**we**"), and you ("**you**"), a registered user of the PlayOnline™ entertainment service and a licensee of the FINAL FANTASY XI software and all accompanying documentation.

IMPORTANT - This Software License Agreement is a binding, legal agreement between SEUI and you and governs your use of the FINAL FANTASY XI software. If at any time you do not agree to be bound by these terms and conditions, you must immediately end your use of FINAL FANTASY XI. Please contact your place of purchase for return, refund, or exchange subject to the return and exchange policy of the retailer.

For good and valuable consideration, the receipt and sufficiency of which are hereby acknowledged, you agree as follows:

Article 1: Definitions

1.1 "**Agreement**" means this FINAL FANTASY XI Software License Agreement, which must be accepted by you (or by your parent or legal guardian on your behalf if you are between the ages of 13 and 17) prior to any use of the Licensed Software.

1.2 "**Documentation**" means those user manuals, specifications documents and other instructional materials related to the Licensed Software (whether written or electronic) that are provided by SEUI or otherwise made available to Users.

1.3 "**Game**" means the FINAL FANTASY XI online game program embodied in the Licensed Software provided to you hereunder, together with any additional features or functionality of such online game that may be available to you through the PlayOnline Service.

1.4 "**Hardware**" means the computer or the video game equipment on which FINAL FANTASY XI online game program is installed and used.

1.5 "**Licensed Software**" means the FINAL FANTASY XI online game program, as embodied on any one or more discs, or other media provided to you, or as incorporated into any one or more electronic files provided to you, together with any updates, additions or modifications thereto that SEUI may elect (in its sole discretion) to provide or make available to you from time to time.

1.6 "**Member Agreement**" means the PlayOnline Member Agreement, which must be executed by you (or by your parent or legal guardian on your behalf if you are between the ages of 13 and 17) prior to any use of PlayOnline.

1.7 "**PlayOnline**" or "**PlayOnline Service**" means the PlayOnline online entertainment service offered by SEUI, which includes the various services incorporated therein or offered in connection therewith (including, but not limited to, online games).

1.8 "**Privacy Policy**" means SEUI's current PlayOnline Service Privacy Policy, which may be accessed on the Website and within the PlayOnline Service at any time.

1.9 "**Subscription Fee**" means the fee that applies to your use of the Licensed Software. The Subscription Fee will be charged each month to your credit card, or to you by any other payment method approved by SEUI, which you provided in connection with your PlayOnline registration, as described in the Member Agreement.

1.10 "**Users**" means users of the PlayOnline Service; subject to the requirement that any User between the ages of 13 and 17 must have the express authorization of a parent or legal guardian, which authorization shall be evidenced by execution of the Member Agreement by such parent or legal guardian. Children under the age of 13 are not permitted to use any PlayOnline Service.

1.11 "**Website**" means the SEUI website for the PlayOnline Service located at http://www.playonline.com.

Article 2: Grant of License

2.1 License Grant.

(a) SEUI hereby grants you the limited, personal, nonexclusive, non-transferable, revocable license during the term of this Agreement to install and use the Licensed Software only on and in connection with a single Hardware and to use a single copy of the Documentation solely in connection with your use of the Licensed Software.

(b) You acknowledge that your access to and use of the Game may be contingent upon your timely and complete payment of the Subscription Fee in accordance with the "User Responsibilities" section of the Member Agreement. Please read that section carefully and completely.

2.2 Term and Termination. This Agreement will commence when you indicate your acceptance of its terms and conditions and proceed to install the Licensed Software. Your rights under Section 2.1 will immediately and automatically terminate upon your breach of any provision of this Agreement or the Member Agreement.

2.3 Ownership. SEUI (and, to the extent applicable, its licensors) owns and shall retain all right, title and interest in and to the PlayOnline Service, the Licensed Software and all Documentation, and will be the sole owner of any and all data you generate through your use of the PlayOnline Service. You receive only those limited rights to access and use the Licensed Software and all Documentation set forth herein. PLAYONLINE, THE LICENSED SOFTWARE AND THE DOCUMENTATION ARE PROTECTED BY UNITED STATES AND FOREIGN COPYRIGHT AND TRADEMARK LAWS, AND INTERNATIONAL TREATIES, AND ARE THE SUBJECT OF TRADE SECRETS. UNAUTHORIZED REPRODUCTION OR DISTRIBUTION OF THE LICENSED SOFTWARE IS SUBJECT TO CIVIL AND CRIMINAL PENALTIES. PLAYONLINE and FINAL FANTASY are trademarks used by SEUI under license and may not be reproduced, altered, or used in any way without the prior, written consent of SEUI.

2.4 Restrictions. To the maximum extent permitted by law, you may not: (a) modify, reverse engineer, decompile, or disassemble the Licensed Software; (b) rent, lease, sublicense, distribute, or transmit the Licensed Software to any third party; (c) rent, lease, sell, distribute, transmit or otherwise transfer your User or other account-related information (including, but not limited to, your User ID or password information) to any third party; (d) make any copy of or otherwise reproduce the Licensed Software; (e) infringe any copyright, trademark rights, or any other intellectual property rights of SEUI or its licensors or, (f) use the Licensed Software to provide service bureau or time-sharing services, or for any other commercial purpose. The Licensed Software is for your personal use only and may not be copied, leased, or made available for use by others.

You acknowledge and agree that any products that are created from, based on, or in connection with the Licensed Software shall be the property of SEUI. SEUI reserves its rights in its sole discretion to request such products to be sent to SEUI or its facilities, or to be destroyed.

Article 3: User Responsibilities

3.1 Service Access. You are solely responsible for obtaining and maintaining, at your own expense, all input/output devices, equipment (such as modems, terminal equipment, computer or video game equipment and software) and communications services (including, without limitation, Internet access and related services) necessary to access the PlayOnline Service and use the Licensed Software, and for ensuring such equipment and services are compatible with all requirements of the PlayOnline Service.

3.2 Personal Information Management. You understand that your use of the Licensed Software in connection with the PlayOnline Service will require that you disclose to SEUI certain personal and personally identifiable information, and that such information is subject to our Privacy Policy, which contains important information on how we collect and use information from you. You understand that it is your sole responsibility to review the Privacy Policy from time to time for any changes or revisions thereto.

3.3 Indemnification. You will indemnify, defend, and hold SEUI harmless against any and all claims, suits, actions, expenses, attorney fees and other legal fees and costs arising from your use of the Licensed Software (whether alone or in connection with the PlayOnline Service) and relating to (a) your breach of any provision of this Agreement, or the inaccuracy of any of your representations made in this Agreement or made in connection with your registration of any SEUI product or service; (b) your violation or infringement of any proprietary or privacy rights of any third party; or (c) any third-party claims arising out of or relating to your use of the Licensed Software (whether alone or in connection with the PlayOnline Service).

Article 4: Disclaimer and Limitation of Liability

4.1 Disclaimer. You understand and acknowledge that your use of the Licensed Software (whether alone or in connection with the PlayOnline Service) may result in unpredictable damage or loss to you, including, without limitation, unexpected results or loss of data. All products and services relating to this Agreement, including, without limitation, the Licensed Software and the Documentation, are provided "AS IS" without warranty of any kind. TO THE MAXIMUM EXTENT PERMITTED BY LAW, SEUI EXPRESSLY DISCLAIMS ANY AND ALL WARRANTIES, EXPRESS OR IMPLIED, REGARDING THE LICENSED SOFTWARE AND YOUR USE THEREOF, INCLUDING (BUT NOT LIMITED TO) ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. SEUI does not warrant that the Licensed Software will meet your expectations or requirements, or that the operation of the Licensed Software will be uninterrupted or error free. The entire risk as to the quality and performance of the Licensed Software is with you.

4.2 Limitation of Liability.

(a) You are not entitled to receive damages from SEUI for any cause relating to this Agreement, to your use of the Licensed Software (whether alone or in connection with the PlayOnline Service), or to any materials or services provided by any third party in connection with your use of the Licensed Software. In addition, in no event will you be entitled to obtain any injunctive relief or otherwise enjoin, restrain, or otherwise interfere with SEUI or with the distribution, operation, development, or performance of the Licensed Software or any related products.

(b) IN NO EVENT SHALL SEUI BE LIABLE TO YOU OR TO ANY THIRD PARTY FOR ANY DAMAGES WHATSOEVER ARISING OUT OF YOUR USE OR INABILITY TO USE THE LICENSED SOFTWARE, INCLUDING WITHOUT LIMITATION ANY SPECIAL, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, OR DAMAGES FOR LOSS OF DATA, LOST PROFITS, OR LOST BUSINESS OPPORTUNITIES, REGARDLESS OF THE LEGAL THEORY UNDER WHICH SUCH DAMAGES ARE SOUGHT, AND EVEN IF ADVISED IN ADVANCE OF THE POSSIBILITY OF SUCH DAMAGES. WITHOUT LIMITING THE FOREGOING, IN NO EVENT WILL SEUI'S TOTAL LIABILITY ARISING OUT OF OR IN CONNECTION WITH THIS AGREEMENT OR WITH ANY PRODUCTS OR SERVICES PROVIDED HEREUNDER EXCEED THE HIGHEST AMOUNT PAID BY YOU IN A SINGLE MONTH TO SEUI AS YOUR SUBSCRIPTION FEE FOR USE OF THE PLAYONLINE SERVICE AND/OR ANY RELATED PRODUCTS OR SERVICES.

(c) AS SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

Article 5: General Terms

5.1 Governing Law and Jurisdiction. This Agreement shall be governed by California law, without reference to its rules regarding conflicts of law. Each party hereto hereby irrevocably submits and consents to the sole and exclusive jurisdiction of the courts of the State of California and of the United States of America located in the County of Los Angeles for any action, suit or proceeding arising out of or relating to this Agreement.

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5.5 Entire Agreement. This Agreement, together with the FINAL FANTASY XI User Agreement and any other terms of use relevant to your use of the Licensed Software, constitutes the entire understanding and agreement between the parties with respect to your use of the Licensed Software and supersedes any and all prior or contemporaneous oral or written communications with respect to the subject matter hereof, all of which are merged herein. This Agreement shall form a part of your Member Agreement and is expressly incorporated into that agreement by this reference. In the event of any conflict between this Agreement and the Member Agreement, the terms of the Member Agreement shall prevail; provided, however, that for all matters that are not covered in this Agreement, the terms of the Member Agreement and the FINAL FANTASY XI User Agreement (as applicable) shall continue to apply. You acknowledge and agree that you have read this Agreement and understand and accept its terms.

5.6 U.S. GOVERNMENT RESTRICTED RIGHTS. This software is provided with RESTRICTED RIGHTS. If this software is licensed by or for any unit or agency of the United States Government, then this software will be classified as "commercial computer software," as that term is defined in the applicable provisions of the Federal Acquisition Regulations and supplements (the "FAR"), including the Department of Defense ("DoD") FAR Supplement (the "DFARS"). This software was developed exclusively at private expense, and no part of this software was first produced in the performance of a United States Government contract. If this software is supplied for use by the DoD, this software is delivered subject to the terms of this Agreement and either (i) in accordance with DFARS 227.7202-1(a) and 227.7202-3(a), or (ii) with restricted rights in accordance with DFARS 252.227-7013(c), as applicable. If this software is supplied for use by a Federal agency other than DoD, this software is restricted computer software delivered subject to the terms of this Agreement and (i) FAR 12.212; (ii) FAR 52.227-19; or (iii) FAR 52.227-14, as applicable.

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6.1 DNAS Disclaimer. This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("**SCEI**"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally. **A Publisher can combine this information with personally identifying information from the Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy.** SCEI, Sony Computer Entertainment America ("**SCEA**") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

SEUI is not responsible for "DNAS", and you agree that SEUI shall have no liability or other responsibility for any claim or liability in connection with your use of or access to, or your inability to use or access, "DNAS".

6.2 Peripheral Disclaimer. SEUI MAKES NO PROMISE OR OTHER WARRANTY THAT PLAYONLINE OR THE LICENSED SOFTWARE WILL WORK PROPERLY WITH ANY PERIPHERAL DEVICE, INCLUDING, BUT NOT LIMITED TO, MEMORY CARD(S), NETWORK ADAPTORS AND MODEMS.

FINAL FANTASY® XI User Agreement

Background on this User Agreement

IMPORTANT - This FINAL FANTASY XI User Agreement (this "**Agreement**") is a binding, legal agreement between Square Enix U.S.A., Inc. ("**SEUI**"or "**us**" or "**we**") and you ("**you**"), and applies to and governs your use of the FINAL FANTASY XI massively multi-player online game (the "**Game**"). This Agreement forms a part of the FINAL FANTASY XI Software License Agreement (the "**License Agreement**"), which you were required to accept and execute prior to installing and playing the Game. The License Agreement (together with this Agreement) itself forms a part of the PlayOnline™ Member Agreement (the "**Member Agreement**"), which you were required to accept and execute in order to obtain access to and use of the PlayOnline online entertainment service (referred to herein as "**PlayOnline**" or the "**PlayOnline Service**"). SEUI provides the Game and the PlayOnline Service to you, a registered PlayOnline member, subject to this Agreement, which may be updated by SEUI at any time without notice to you. As used herein, "Agreement" refers to the most current version of this Agreement. You can review the most current version of this Agreement at any time under the "Rules & Policies" section on the website directed at http://www.playonline.com (the "**Website**"). By playing the Game, you indicate your agreement to all of the terms of this Agreement, and you agree to abide by this Agreement at all times while playing the Game and while using PlayOnline in connection with your use of the Game.

Article 1: Application of this Agreement

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In the course of your playing the Game and using the PlayOnline Service, you may accumulate certain usage statistics, score information, character traits, performance records and other Game-related data that are stored for you in the Game and on PlayOnline servers (collectively, your "**Player Data**"). SEUI makes no assurances, representations or warranties whatsoever about the accuracy, currency or continuing availability of this Player Data at any time and reserves its right, at any time and from time to time, without notice to you, to delete all or any part of your Player Data. SEUI shall have no liability to you or to any third party for any such deletion, and further shall not be held responsible for any complete or partial deletion done or caused by you, any third party, or other act or occurrence beyond SEUI's reasonable control, such as a fire, power outage, natural disaster, terrorist act, equipment failure or any other such act or occurrence, whether or not similar to the foregoing. In addition, your Player Data and other information about you is subject to our PlayOnline Service Privacy Policy, which you should review in its entirety and may be accessed under the "Rules & Policies" section of the PlayOnline Viewer and Website. You agree that you will not store or attempt to store any personal information or player data about other PlayOnline users, except to the extent that such storage is an integral part of the Game and necessary in order for you to play the Game.

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3.1 Prohibited Activities. You may not use the Game or PlayOnline for any activities that are illegal, fraudulent, or a violation of the rights of any third party. Without limiting the generality of the foregoing, the following acts and activities are strictly prohibited and shall, without prejudice to any other rights or remedies that SEUI may have, be cause for immediate termination of your PlayOnline account and your right to play the Game (or any other services) in connection therewith:

(a) Any activities consisting of selling, purchasing or exchanging "gil" or any other currency that may be used in the Game from time to time, characters, and/or Game items for value (including, but not limited to, any payment in kind and any payment in any currency recognized as legal tender in any country, state, territory or other jurisdiction anywhere in the world) through any means or venue, including, without limitation, Internet auctions or other online exchanges;

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